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The UK's best kids' videogames magazine!

POKÉMON WORLD™

ISSUE 77

POKÉMON RANGER BATONNAGE

Grab your Capture Styler – the Rangers are back on the DS!

18 POKÉDEX CARDS

The greatest Pokémon to cut out and keep!

WIN! A NINTENDO Wii!

Plus games, toys and lunch boxes!

DIAMOND & PEARL MAJESTIC DAWN

New Pokémon Trading Card Game Expansion Set coming your way!

ISSUE 77 £3.99

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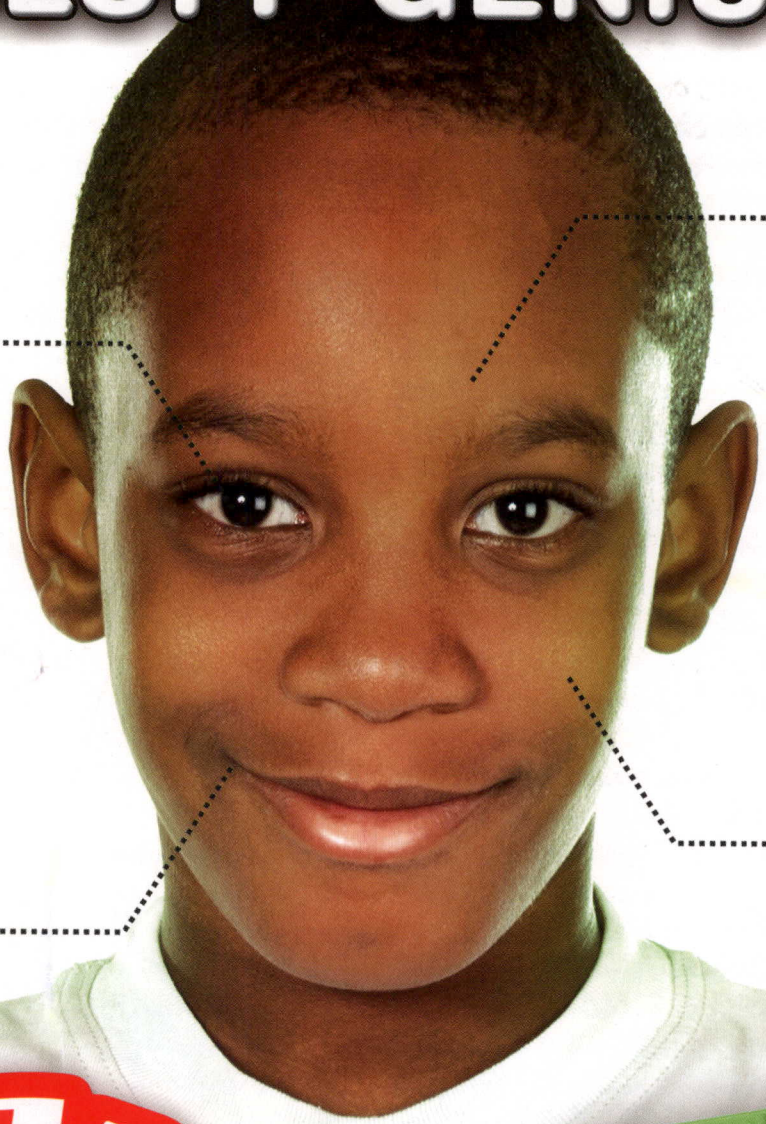
HOW TO BECOME A

BLUFF GENIUS



Keep both eyebrows raised. Raise one and get rumbled!!

Stare them out! Look down and risk detection!

No blushing! Keep cool & confident!

Show a smug smile! Nervous grin gives the game away!

YO!™

Ever wanted a game you can open and play right out of the box? Meet Yo! the card game you can Play, Score and Store anytime, anywhere!

So what's it all about... To be a top YO! player you have to master the art of bluffing! Check out www.Yo-game.com and become a YO! Bluff Genius!

www.yo-game.com

UPPER DECK

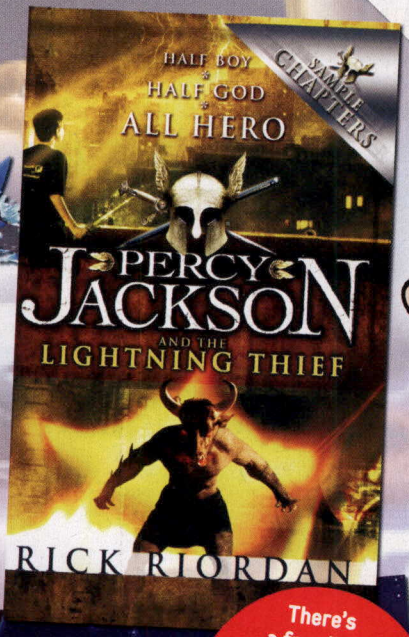
Oi you! Yes you, the Pokémon fan. You've only gone and got yourself the best Pokémon read available anywhere, ever! This issue of Pokémon World is crammed with great Pokégoodness. There's a top feature on *The Rise Of Darkrai* movie with lots of pics to wow over. Some ace-looking pages on the new Ranger game, plus Mews News, compos to win a Wii and games plus special features on *Gormiti*, the cool toy you had free with this issue, and *Speed Racer*. All this plus a free Pokémon World keyring torch, a Percy Jackson book, poster and sweets. We spoil you!

MEW'S NEWS
4 Make yourself a Pikachu from *Everyone's Pokémon Ranch*, find out about Rayquaza's role in a new game and more!

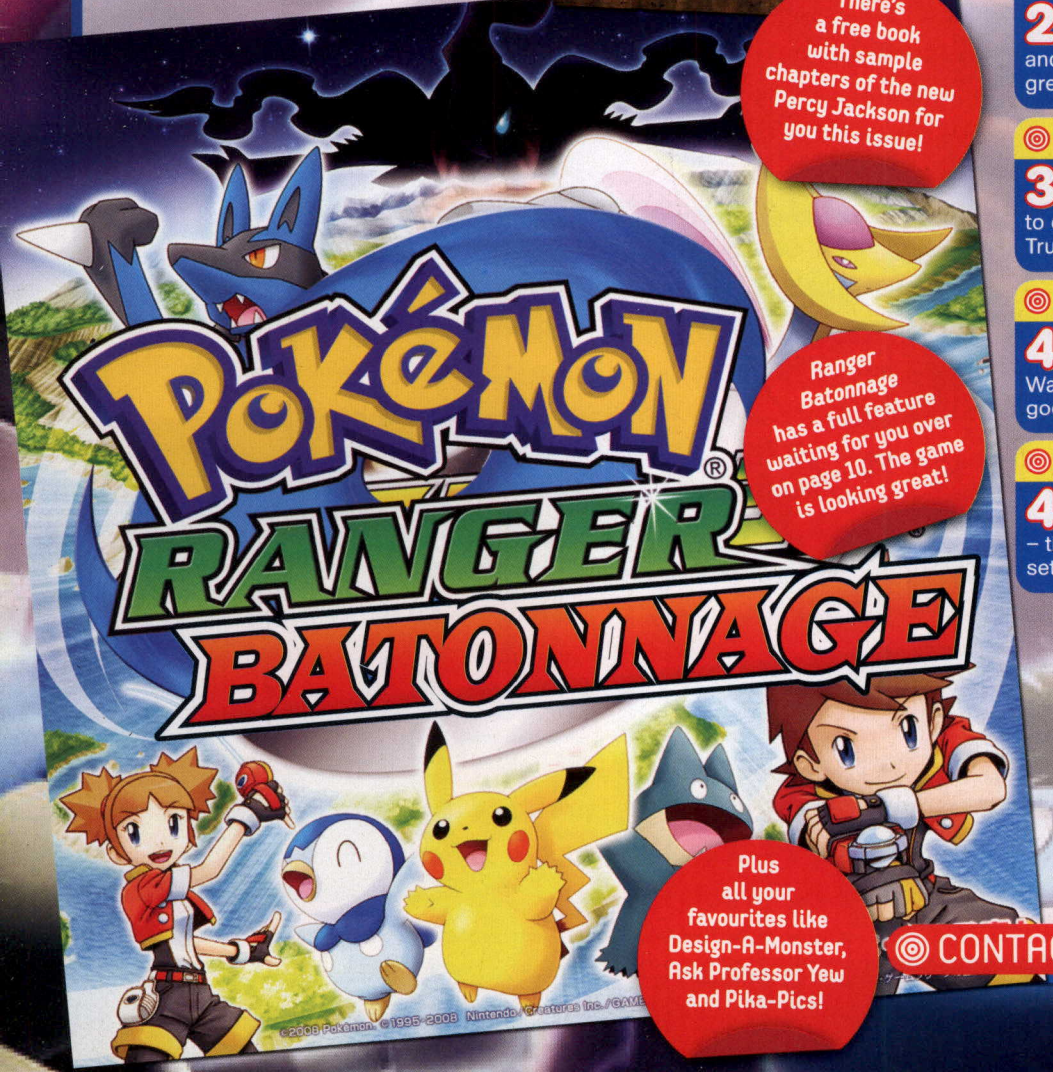
RANGER BATONNAGE
10 Lots of pics and info on the sequel to *Pokémon Ranger*. It's shaping up nicely!

VIDEOGAME REVIEWS
14 Cool! *Assassin's Creed* on DS, *Dr Who Top Trumps* too, plus lots of mini-reviews of the latest games on all formats.

THE RISE OF DARKRAI
20 When Legendary Pokémon choose to have a battle over your town, you know you're in trouble!



There's a free book with sample chapters of the new Percy Jackson for you this issue!



Ranger Batonnage has a full feature waiting for you over on page 10. The game is looking great!

Plus all your favourites like Design-A-Monster, Ask Professor Yew and Pika-Pics!

GORMITI
25 Free with this issue is a sample pack of Gormiti, and you can read all about this great game in the centre pages!

POKÉDEX CARDS
32 Your own Pokémon World Pokédex cards to cut out, then play Top Trumps with!

SPEED RACER
42 Read all about this cool new movie and videogame from Warner Bros and win *Speed Racer* goodie bags, games and a Wii!

TRADING CARD GAME
44 Exciting news for Pokémon card game fans – the Majestic Dawn expansion set is coming!

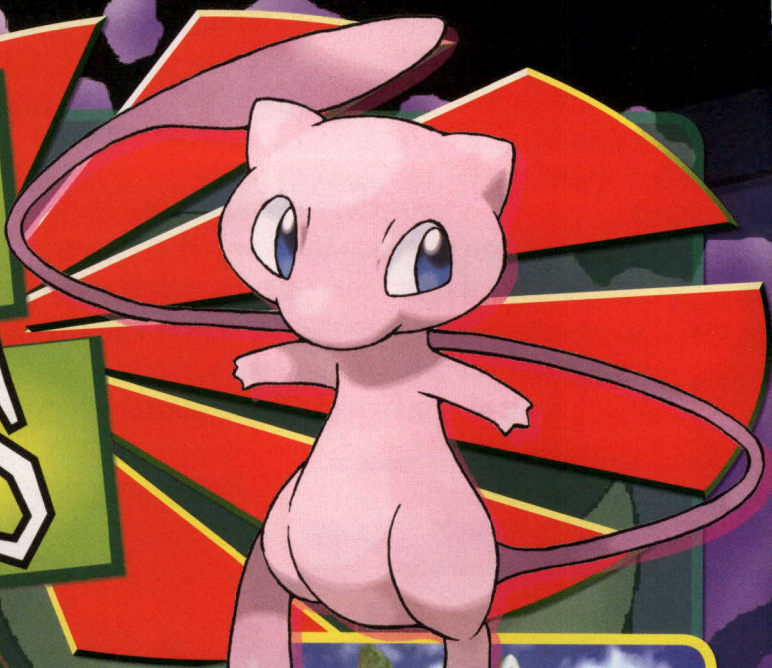
CONTACT US...

Pokémon World
Richmond House
33 Richmond Hill
Bournemouth
BH2 6EZ

email: pokémonworld@imagine-publishing.co.uk

web: pokemon-world.co.uk

MEW'S NEWS

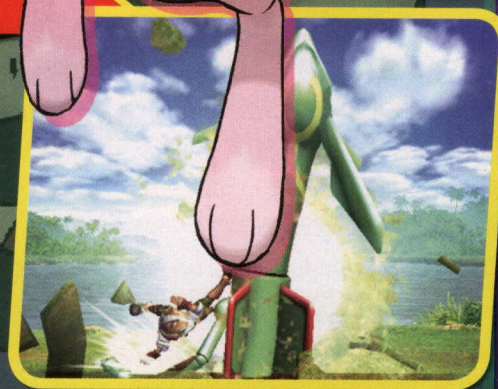


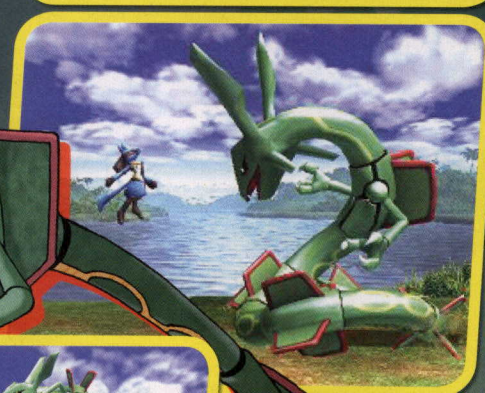
Who's the Boss? Rayquaza!

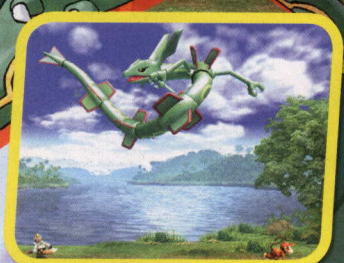
The Legendary Pokémon that first found fame in *Pokémon Emerald* is confirmed as a big boss in *Super Smash Bros Brawl*!

You may remember him as the cover star of *Pokémon Emerald*, but Rayquaza is about to be thrust back into the limelight as one of the big bosses in the Wii beat-'em-up *Super Smash Bros Brawl*!

The bosses come into the game in the Adventure Mode: The Subspace Emissary and you'll find Rayquaza hiding out in the jungle setting. You can't be knocked down in the jungle, but this powerful Pokémon has a variety of moves that will send you flying up into the air. Rayquaza's Iron Tail is the major thing to watch out for, it is very fond of whipping its tail around and this can cause some serious damage. The tail will also send out energy pulses that will easily sap your power. If you use a reflector move, though, you can send these pulses back the other way! Most of Rayquaza's attacks are flight based. It will rush up to you from the side, causing damage, or fly up into the air and come down heavily, smashing you into the ground.







Pokémon fighting against some of Nintendo's greatest characters – now that's something we didn't think we would ever see! If you've got a Wii, this game is going to be a must!

It's if this Legendary Pokémon starts spinning around you've got to really worry! This means a Thunder attack is imminent, but luckily the Pokémon floats in the air just before attacking, giving you the time to get some of your attacks in first! As we have touched upon in previous issues, *Super Smash Bros Brawl* is almost a new *Pokémon* game, there are so many of our favourite monsters hanging out in the game. A review is coming your way real soon!

WEB ADDRESS
www.smashbros.com

New Dungeon Books

Gearing up for the release of the Dungeon games in the States...

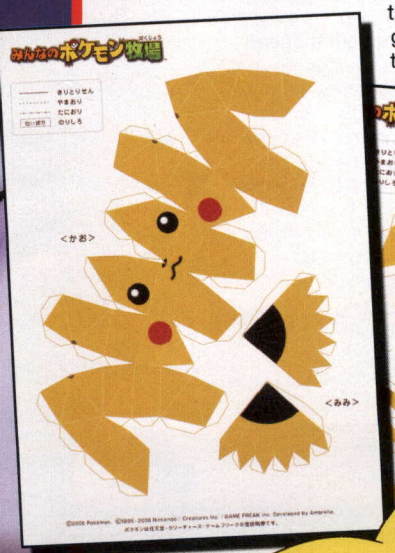
You just can't have a new *Pokémon* game without a new *Pokémon* game strategy guide, and Nintendo has already got two of them out in the bookshops of America, ready for the release of *Pokémon Mystery Dungeon Explorers Of Darkness* and *Explorers Of Time*. Of course, when it comes out over here, you'll be able to rely on Pokémon World to bring you all the tips, cheats and strategies you need to get the most out of these cool new *Pokémon* games.

Make Yourself a Ranch Pikachu!

New Japanese website for the WiiWare release of *Everyone's Pokémon Ranch* has some fun projects to do!

Now here's a fun thing for you to do next time you've got some time on your hands and want to get crafty! The Japanese *Everyone's Pokémon Ranch* website has a cool origami Pikachu that you can print out, cut out and fold. Hmm... we wonder if they've been reading our own Make and Do! section? The cool thing about this Pikachu is that the finished result looks just like the Pikachu in the WiiWare game, as all the Pokémon have this polygon 'look' to them. While you're on the website you can treat yourself to an update on the Wii game too.

Released as a 1,000 Wii Points download in Japan *Everyone's Pokémon Ranch* allows you to upload your *Diamond* and *Pearl* Pokémon to the Wii and have a young girl called Yukari look after them on a farm. Yukari gives lots of information on the uploaded Pokémon that is different to that in the DS games, and each day she brings a new Pokémon along that you can trade with your own monsters. Playing around with this game is great fun. You can sort, interact and take pictures of the Pokémon and there are bonus Pokémon that become available when the farm hits a certain level!



WEB ADDRESS
www.pokemon.co.jp/special/bokujou/paper.html

NUMBER OF POKÉMON IN THIS ISSUE
124

Serious collectors only need apply!

Super-accurate models of *Diamond* and *Pearl* Pokémon set collector's alight in Japan and on the web.

They call them 'Pokémon Zukan' figures. and they're manufactured by Tomy in Japan and distributed over there in special gashapon machines (a kind of vending machine). The reason Japanese *Pokémon* fans have been going crazy for them, though, is the high level of accuracy in each model.

Taking the *Diamond* and *Pearl* Pokédex as their starting point Tomy has created these figures at a 1/40th scale to their listed size. The latest range of figures shows the full evolution chain of the new Pokémon, displayed on one plinth.

"What do people do with them," you ask? Well, display them in all their plastic glory in special glass cases, we guess. The joy in collecting anything is in knowing that you own every item in a collection, and that is what has set prices of these figures soaring on auction sites like eBay.

The original price of these cool figures is only a couple of pounds, but we recently found Dialga available for £10 on eBay, plus postage from the USA. If you have some birthday money to spend, though, these are certainly a special item you could invest in!

On TV in America...

Check out the latest episode of the Pokémon Anime series to air in America called *'Glory Blaze'*...

Ash and his companions are competing in the Tag Battle Tournament and they have all made it to the next round of this special event. They arrive at the Pokémon Center to find large crowds have gathered for the event and Nurse Joy is so rushed off her feet that Brock offers to help her out, ever-hopeful of a kiss! Conway and Dawn sit down to try to figure out some strategy for their upcoming matches and Paul is training a Chimchar, making it battle against a Torterra, Ursaring, Murkrow and Elekid at once and against its will. A tough battle for any Pokémon!

When Ash and Dawn find out they are furious and Nurse Joy has to intervene to help Chimchar. On returning to the Pokémon Center, Paul reveals to the gang why he trains Chimchar so hard.

Pokémon GTS Global Trade Station

Here's an update of what's hot and what's not on GTS...

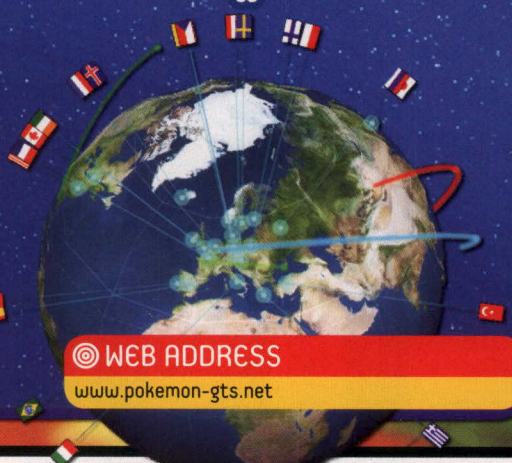
Have you tried out the Pokémon Global Trade Station for yourself yet? It's a brilliant way of tracking the most popular Pokémon around the world, seeing which countries are most active in trading with their Nintendo DS games and of course doing a spot of trading yourself to find that elusive Pokémon you've been searching for! This update was done on 14 April and Japan was the number one country for trading, USA second with the UK down to number five.

Top 10 Pokémon traded on the GTS...

1. Palkia
2. Dialga
3. Milotic
4. Spiritomb
5. Turtwig
6. Piplup
7. Rayquaza
8. Mewtwo
9. Chimchar
10. Garchomp

No. of Pokémon deposited on the GTS...

96,839



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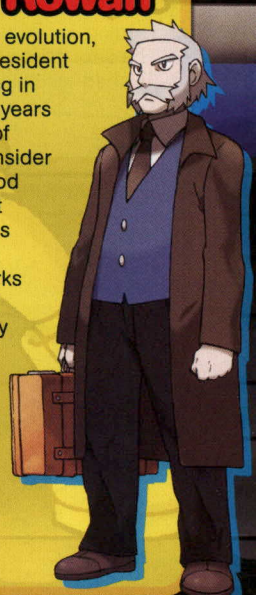
www.pokemon-gts.net

Pokémon Diamond Version Pearl Version Character Profile

Professor Rowan



Specialising in Pokémon evolution, Professor Rowan is the resident professor of Sinnoh, living in Sandgem Town. He's 60 years old and is an old friend of Professor Oak. Many consider his skills not to be as good as Oak's, though. He first appeared in the TV series to give Dawn her Piplup and in the games he works with Dawn or Lucas and their family. He has a very stern demeanor and many people find him intimidating, but he's actually quite a kind old gent. He confesses to still getting a thrill whenever he travels anywhere with his Pokémon.

Down the Book Shop

Fancy reading a cool new book? here are the offerings from Puffin...

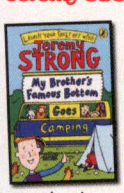
Nim's Island
Wendy Orr

Living on an island in the middle of the ocean with her dad, an iguana, and a sea lion is tough on young Nim. But when her dad gets stranded at sea and disaster strikes her home she must be braver than ever before!

Chitty Chitty Bang Bang
Ian Fleming

"The wings slowly tilted, and as Commander Pott, at last realising what Chitty-Chitty-Bang-Bang was up to, pressed down the accelerator pedal, the big green car tilted up her shining green and silver nose and took off!" Ian Fleming, the creator of James Bond, invented Chitty-Chitty-Bang-Bang for his young son Caspar, and it went on to become the most famous and best-loved car in fiction. This new version has special artwork by John Burningham.

My Brother's Famous Bottom Goes Camping
Jeremy Strong



The sixth book in the series, this is a silly and fun romp following a camping trip with a difference! Tomato is bringing her pet carrot along, Cheese is smuggling his pet hen and Granny is bringing a goat. How much chaos can one family cause?

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This month we love

» Charlie Higson

Charlie Higson is the mega-selling author of the explosive Young Bond series. His latest book, Hurricane Gold, is currently making all good bookshelves shimmer; yes it's a gold book, like you've never seen before. Packed with high adrenaline action and a car chase through the Mexican jungle, James Bond is staring death in the face and he isn't about to blink.

» Read more about Charlie and Hurricane Gold here

Author Interviews and events

Playground

Come and play with Puffin...

Will they? Won't they? Gasp! What if they don't? Surely they will...

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FROM THE FORUM

lvl 100 Charizard says:
The other day I was looking at a female Geodude and I thought 'does gender make any difference?'. Cos most of my Pokémon are male and I've got into the habit of only catching males thinkin they were stronger, but is that true? What difference does gender make?

wants latios lots says:
There's no difference in power. It only matters in battle for moves like attract, captivate, or for traits like Rivalry. Genders also exist for breeding purposes, but, as for power, genders make no difference.

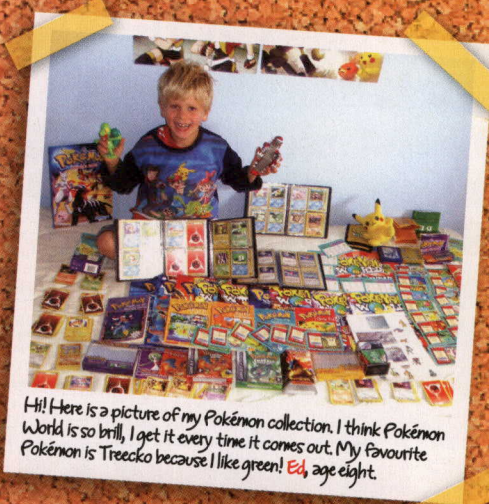
Crimson Fang says:
Hey, um... Pokémon never change genders when they evolve, do they? Like a female Azurill turning into a male Marill? I know there are things like the different coloured whiskers between male and female Gyarados (females' are white). There's a section about it somewhere, possibly in Game Mechanics (Under Genders) on the main part of the site. I believe it lists all the Pokémon with gender differences.

JOIN IN THE CHAT AT WWW.SEREBII.NET

What do you get when you cross a Pikachu with a ghost?

A Pikaboo!

From Emma Wear, age seven, Welshpool

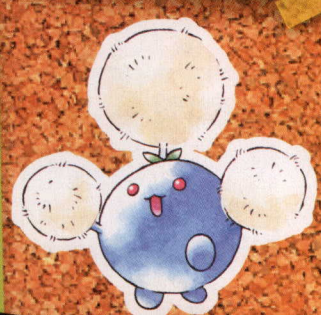


Hi! Here is a picture of my Pokémon collection. I think Pokémon World is so brill, I get it every time it comes out. My favourite Pokémon is Treecko because I like green! Ed, age eight.

This is me with my collection of Pokémon toys, games, videos + lots more. My favourite Pokémon is Piplup. My dream is to go to a Pokémon Park some day. Daniel Raitt, age six, Cumbernauld.

Hello there! Lots of people from around the world have gathered together to form a great Pokémon chat group that features a lot more than just a chat. That would be Shadow Alliance! We've been online for six months and already have vast amounts of members. We have a Pokémon forum with over 130 members, we have a Chat box with over 30 members at peak, and we have downloads / useful tools for the average Pokémon fan! If Pokémon World readers would like to join us they can go to www.shadowalliance.co.nr. It's a site built by Pokémon professionals, for Pokémon professionals!
Static Electrode (James), owner of the site

Well, you heard the man – point your browsers to the Shadow Alliance and see what Pokégoodness they have to offer you!



What do you get if you cross a Kricketune, a Combee and a Cascoon?

I don't know, but one is crawling up your back!

From Chester Smith, age ten, Crewe

Pokémon FAN FICTION

The Mystery of Jirachi the Wish Maker

By Daniel Testerm, age 11, Batley

One morning I woke up with my fiery Cynderquil extra early because of a mysterious sparkling, like a star was hovering outside my dingy bedroom window. I fell out of bed in surprise.

"Is it what I think it is?" I asked myself. I got dressed quickly and ran downstairs, creeping past my mum's Poocheana and out of the front door, but when I looked up the sparkle had vanished. I sauntered unhappily upstairs.

The next night the mysterious sparkling was back. This time I asked my Pikachu to shock what ever it was as I threw out an ultra-ball.

Click, click, click, ding. I thought, "that was easy, it must have been a Pidgey holding a light."

"Pikachu please get that ultra-ball," my Pikachu ran downstairs while I closed my bedroom window. The Pokémon came back with the ultra-ball in its mouth. I bolted the door and said, "Thank you, Pikachu, have a berry for doing well." I tossed him a Oran berry and he ate it and smiled as though he was saying thank you.

I grabbed the ultra-ball and said, "Go ultra-ball." The bright sparkling Pokémon shouted, "Jirachi!"

I gasped. It was what I thought it was! Then it spoke softly, "Please help me. Four nasty Pokémon have taken over my home I shall give you one wish if you do this for me."

I answered, "Sure, I'll help," so I jumped on my Fearow's back and followed Jirachi, my strongest Pokémon at hand.

We stopped at the dark and dingy Infinity Island and I returned my Fearow to its Pokéball. I followed Jirachi through the coarse woodland until finally we arrived at Jirachi's cave. I heard a roar from inside the cave. I went inside to discover four extremely angry Pokémon!

Kingdra, Salamence, Flygon and Rayqauza were not happy. First came Kingdra. I sent out Walrein, I used Ice-beam taking down the weak ugly Kingdra in one hit. Next came the fast and ferocious Flygon. I took that down in one hit too, then came the very destructive Salamence. I used Ice-beam but it didn't take Salamence down, it used Dragon-claw, which hardly did anything to me.

Sticking with the Ice moves, I used Ice-spear which took out the Salamence at last. Finally came the raging rabid Rayquaza. I started with Ice-beam, it took half Rayquaza's HP but Rayquaza used Hyper-beam and that took three-quarters of my HP in one go! I used Ice-beam again, it left Rayquaza with a quarter of its HP. While it recharged I blasted him with an Ice-beam again and this took Rayquaza down .

Jirachi flew in, "Thank you, now I can grant you one wish, what will it be?"

"I wish that I was the world's best Pokémon Master with every Pokémon by my side," I exclaimed – at long last my dream could come true!

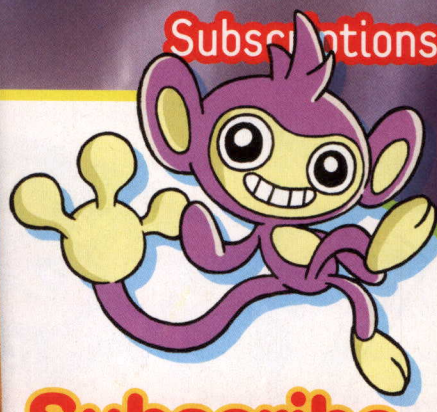
"Fair enough, your wish is granted!" said Jirachi.

And so I became the greatest Pokémon Master the world has ever known.

Hi everyone! I am one of Pokémon's biggest fans ever. I have many different cards and have been collecting for many years. I have a Nintendo Game Boy with all the Pokémon games – my favourite game is Ruby. My favourite Pokémon card is Abork... I just can't stop playing with my cards. I also have the Pokédex book and Pokédex game. I save my pocket money every week and go and by something to do with Pokémon. I even went to Spain on holiday and found some Pokémon figures.
Thomas Mullins, age eight, Bromley

Wow! Great collection of Pokémon Trading Cards there, Thomas. Many thanks for sending us your photo. If you have an impressive Pokémon collection – be it cards, games, magazines, posters or toys – snap yourself with your stuff and send it in to us. We just love seeing it all!

Have you got something to say in PokéChat? Your own review of a game, photos of you at Pokémon events, or your own Pokémon collection? Or simply want to get something off your chest? Write to us at this address...
PokéChat, Pokémon World, Richmond House, 33 Richmond Hill, Bournemouth, BH2 6EZ
or email...
pokemonworld@imagine-publishing.co.uk



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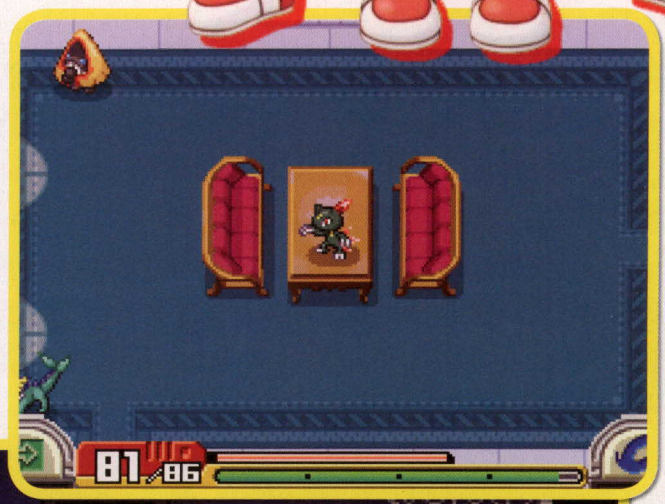
Pokémon Ranger Batonnage

Format Nintendo DS
Publisher Nintendo • **Game type** Adventure
Release Later in the year
Info It's *Pokémon Ranger*, but featuring *Diamond* and *Pearl* Pokémon

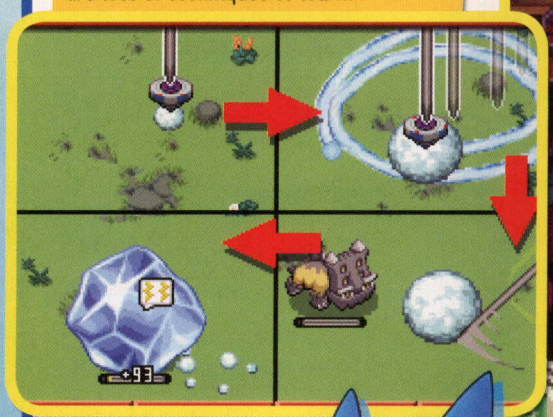
It's a whole new *Pokémon Ranger* game – hooray! The Pokémon World investigative team set out to discover what we can expect from this exciting game...

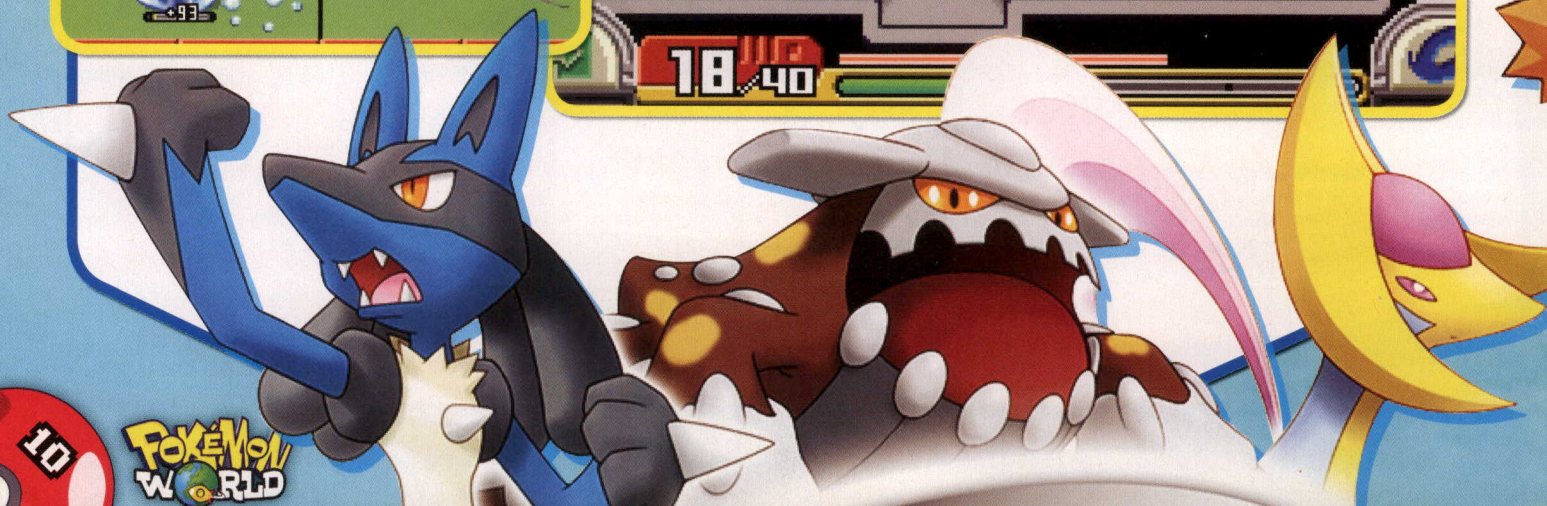
If you've ever played *Pokémon Ranger* then you'll know what this new game is all about, because this is the sequel and follows a very similar path! So more scribbling around Pokémon to capture them, more quests and some cool Wi-Fi options, let's investigate further... Taking place in the land of Almia, in *Pokémon Ranger Batonnage* (it's a name we're sticking with at the moment, but expect it to be renamed for a UK release to something startling like *Pokémon Ranger 2*) you're once again playing the part of a rookie Pokémon Ranger who has just graduated from Ranger School.

As a rookie, your first task is to choose a partner Pokémon. While there are 17 Pokémon in the game that you will eventually get to partner with (one for each Pokémon element), there are only three that you can play with from the start – Starly, Munchlax or Pachirisu. We've put all the Pokémon in a handy box on this page for



It's not just as simple as drawing lines around the Pokémon – there are lots of techniques to learn!





PARTNER POKÉMON...

Here are the 17 Pokémon that are up for grabs as a partner. You can only have one partner at a time, but you have the ability to switch between them whenever you like...

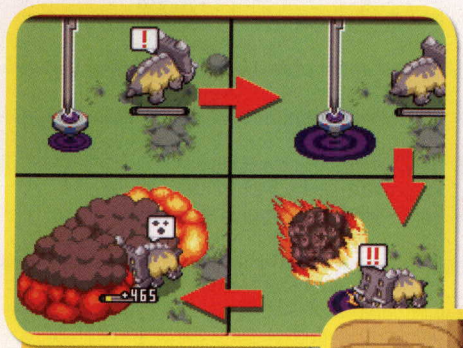
1. PACHIRISU — ELECTR
2. MUNCHLAX — NORMAL
3. STARLY — FLYING
4. TURTWIG — GRASS
5. CHIMCHAR — FIRE
6. PIPLUP — WATER
7. MISDREAVUS — GHOST
8. SNOVER — ICE
9. MIME JR. — PSYCHIC
10. GIBLE — DRAGON
11. CROAGUNK — POISON
12. KRICKETOT — BUG
13. SNEASEL — DARK
14. CRANIDOS — ROCK
15. SHIELDON — STEEL
16. MACHOP — FIGHT
17. HIPPOPOTAS — GROUND

you to see who you're going to meet along the journey through in-game events and exciting sub-quests.

"So where is Almia?" we hear you cry. Well, it's a brand new region, far away from the lands of Hoenn, Kanto, Johto and Orre that you've probably visited. It's quite a mountainous place with a sprinkling of towns and villages, a volcano and a desert to explore! One of the main locations is Vien Town in central Almia. Here you'll find a Ranger Base, the Ranger School that your character has graduated from, a Forest and a Beach. Then there's Pueru Town that is often called 'the heart of Almia' where you'll come across a Harbour that will give you access to more exciting locations like Boil Land near the volcano and Haruba Desert.

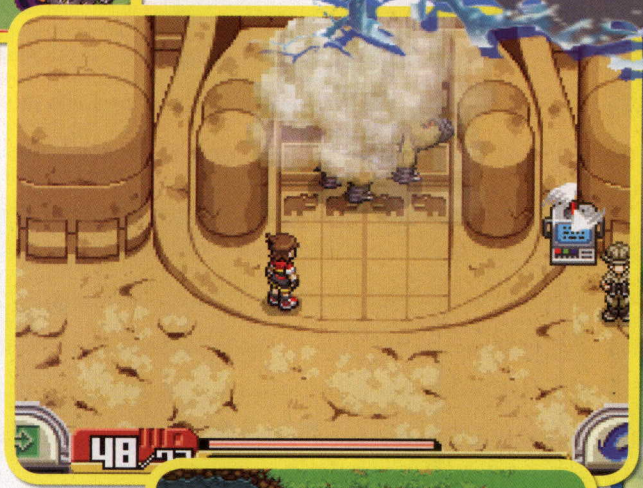
What you can expect from *Pokémon Ranger Batonnage* is everything from the original game, plus a load of new elements to master too! The Pokémon in your party will still be able to use abilities like Fire, Cut or Gust to help you through tricky scenarios, but you will now also be able to jump on some of the Pokémon and take a ride! This will be the key to travelling to new areas of Almia swiftly.

Pokémon Assists and Capture Styler



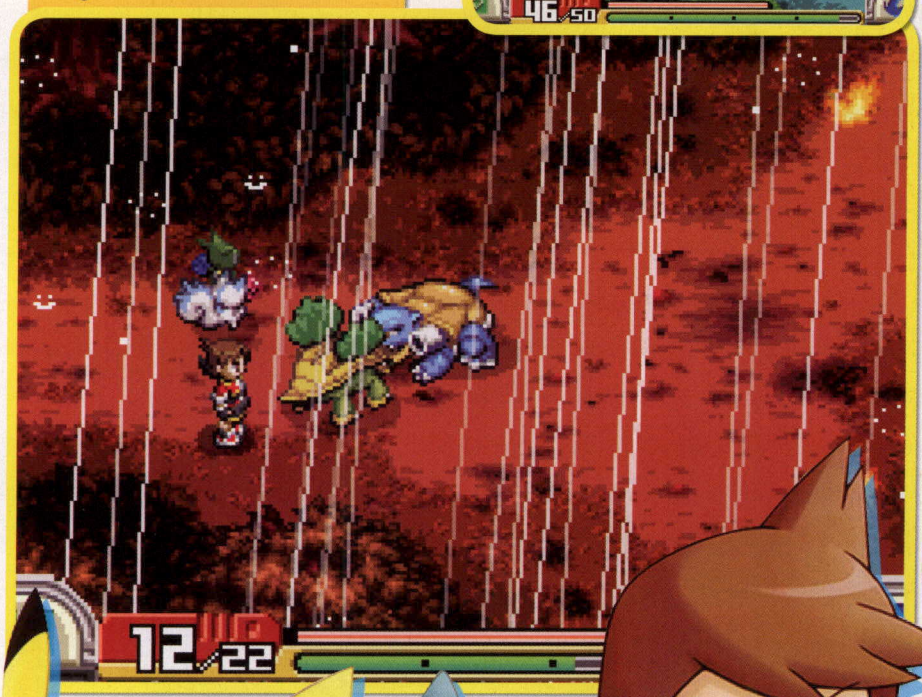
Some Pokémon really try to fight against being captured.

Boosters are still in, but you will also be able to gain Guards from the sub-missions in the game. Guards are basically upgrades to the Capture Styler, which allows it to inflict more damage, or, on the flip side, prevent damage from Pokémon attacks and mishaps.



As you adventure through the game and a nearing the end of a mission you will come across Boss Pokémon to battle. You'll know they're Boss Pokémon because they have the biggest HP bar you will have ever seen! These Pokémon take an incredible number of Capture Styler rotations to capture them and have some sneaky moves they're desperate to try out on

Is this screenshot broken? No, it's actually raining in the game. Many Pokémon don't like the rain.



CAPTURE CARDS...

With a Capture Card you can manipulate a battle in your favour by minimising damage from the Pokémon you're fighting and boosting attack power. There are 47 cards in total and they are collected as you adventure through each quest. Some are Capture Styler enhancement cards that do clever things like increase the time a Pokémon Assist works for, lengthen the Styler's line length and boost recovery time.

you. A neat trick, though, is to always watch out for a '!' appearing above their head. This means that they are about to attack you, so get out of the way quick!

Pokémon Ranger Batonnage has maintained the Field Ability element of the original too. This is where you will come across an obstacle in your mission that you just can't budge on your own. It could be a big rock, a wooden box, some soft soil or a sealed door. There is guaranteed to be a Pokémon lurking somewhere nearby who can help you out. It's a simple matter of linking the Pokémon with the obstacle and – bob's your uncle! The great thing is that once an obstacle has been removed, it's gone for good, so there will be no going back and forth repeating the same task in this game! There are also now Overworld Field Abilities that aren't obstacle based. These are things like surfing on lava, hovering, creating rain, teleporting and making whirlwinds – yes, there's going to be a lot to learn in Battonage.

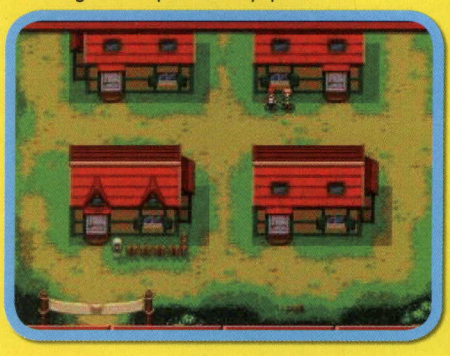
As ever with a Pokémon game, just completing the main adventure doesn't mean you're all done – there are Quests still to go, 60 of them in total! There are unlocked throughout the game and offer you more upgrades to your Capture Styler as a reward for completion.

Wow! Getting to ride on the backs of some interesting Pokémon makes this game more than worthwhile!

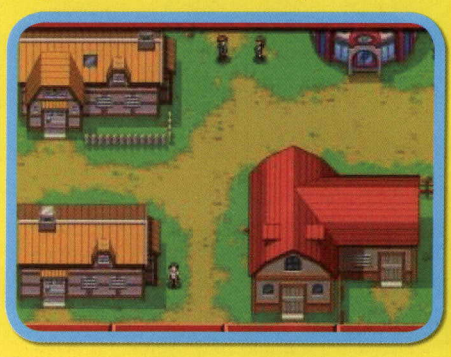
AROUND ARUMIA...

Come with Pokémon World on a trip around the land of Arumia. It's far, far away from any Pokémon land you've ever encountered before...

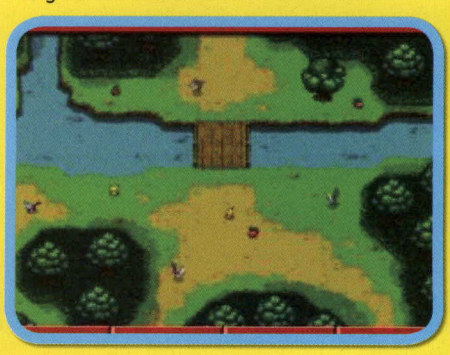
CHIKORE VILLAGE This small village in the south of the region has quite a low population.



VIEN TOWN Right slap bang in the centre of Arumia, this town has a Ranger base, a beach, a Ranger school and is surrounded by forest.



VIEN FOREST You will find a variety of Pokémon hiding out in this forest north of Vien Town.



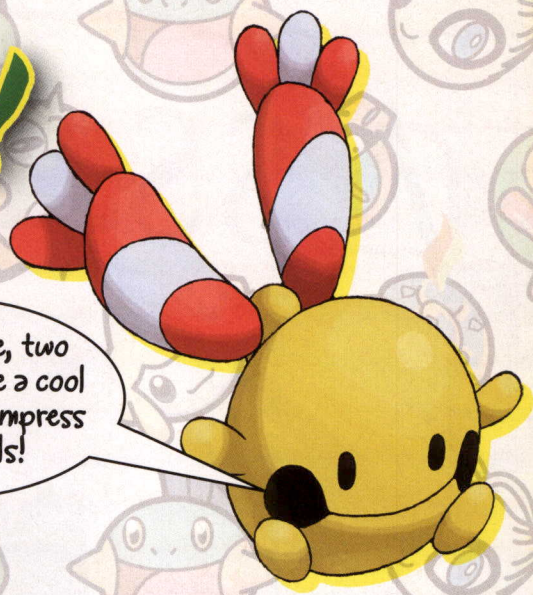
PUERU TOWN The locals call it 'the heart of Arumia'. It has a harbour on its east side that leads you to the Haruba Desert and Boil Land.

MORE NEXT TIME!

Pokémon Ranger Batonnage is not going to be out in the UK for many months yet, but rest assured that Pokémon World will keep you up-to-date with happenings as we hear them!

MAKE and do!

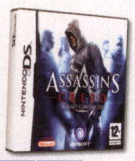
Many of you have been writing in and asking for new 'Make and Do!' masks. The number one choice right now is... Torchic!



Follow steps one, two and three to make a cool Torchic mask to impress your PokéPals!

1. GLUE THIS PAGE TO A PIECE OF CARDBOARD FOR STRENGTH.
2. CUT OUT THE TORCHIC MASK. ASK FOR HELP IF YOU'RE SMALL.
3. ATTACH SOME ELASTIC TO THE TWO HOLES AND PUT THE MASK ON!

ASSASSIN'S CREED



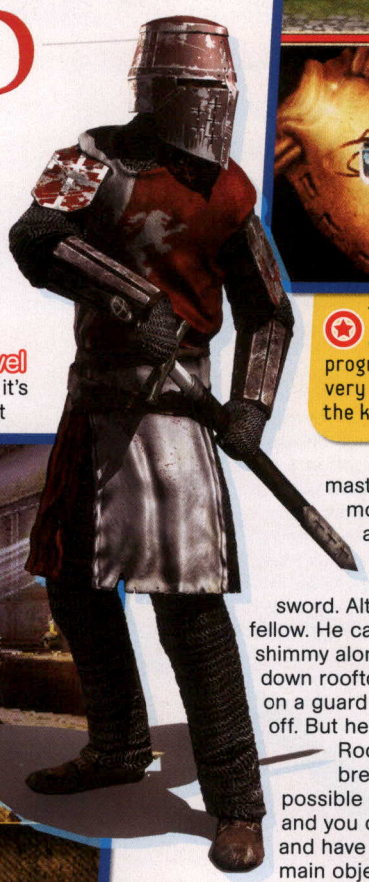
Format DS • **Price** £29.99
Publisher Ubisoft • **Game type** Action
Release Out now • **Info** Touch-screen assassins!

Travel back in time to Jerusalem, 1191 AD where the Third Crusade is tearing the Holy Land apart and become an assassin. A PS3 game to play on the DS – who'd have thought it, eh?

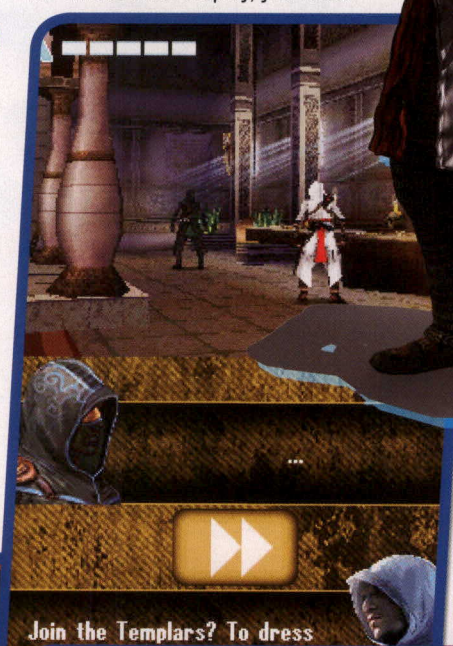
If you're a Nintendo fan then *Assassin's Creed* may have passed you by. It's an incredibly cool PlayStation 3 and Xbox 360 game from the games master Ubisoft and a kind of mix of *Prince Of Persia* and *Grand Theft Auto* with a biblical twist. Well, this Nintendo DS offering isn't actually a port of the next-generation console game, it's a prequel starring the same lead character – Altaïr – an elite Assassin sent to stop the fighting by suppressing the powers on the Saracen and Crusader sides of the battle. It's not long before you discover a conspiracy that could not only threaten the Holy Land, but the entire world!

With a mightily impressive 3D world to explore, rich and lush visuals throughout and a gripping storyline, *Assassin's Creed* DS (otherwise known as the *Altaïr Chronicles*) is a superb handheld version of this mega-hit.

You've got to pick a pocket or two to progress. You'll need a very steady hand to get the key out.



There are four cities to travel through battling as you go and it's not all about swordplay, you must master acrobatic special moves and tricky combo attacks, combining high-flying kicks with the sharpness of the sword. Altaïr is quite a nifty fellow. He can climb up walls, shimmy along ledges and slide down rooftops to get his hands on a guard that needs popping off. But he must be careful! Roofs have a habit of breaking at the worst possible moment, planks snap, and you can easily lose footing and have to start over! The main objective is to rescue a Chalice that could stop the Crusades for good. As you progress through each location, new story elements are uncovered keeping you eager for more.



While the game does lead you along quite a bit there are some tricky puzzles to solve in-between the killing and maiming and the DS's special abilities are all put to good use – characters pop up on the second screen to talk to you along with a map keeping track of enemies, weapons and blue orbs. There are touch-screen mini-games like a pick-pocket section where you must manoeuvre a key out of someone's pocket without them noticing and you even get to blow into the DS microphone in one level to uncover a chest packed with treasure.

As Altaïr fights his way through the cities he will unlock new abilities. This can also be done by collecting the multitude of blue orbs that appear when you have killed off an enemy. There isn't too much upgrading that can be done

The bottom screen shows a map of the local area and all the bad guys that are just waiting to be snuck up on and bopped off.

MASTERING THE MOVES...

To successfully play Altaïr the assassin there are certain moves and abilities you will need to master...

COUNTER
Blocking an enemies attack is essential. Press the R trigger and hit X or Y.

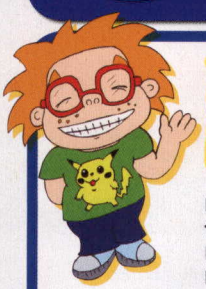
KILL
Once an enemy is stunned or on the ground you can easily go in for the kill.

CROUCH
Get Altaïr to crouch down to take more care on narrow ledges, this way he won't fall.

DOUBLE-JUMP
Press 'jump' and then press 'jump' again straight away to leap even higher!

BLUE ORBS
Upgrade Altaïr's abilities as you play by collecting these mysterious orbs.

MAP
Always keep one eye on the map. It'll show you who's coming up behind you!



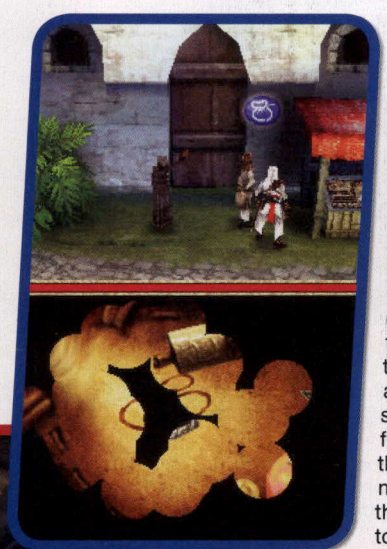
2nd Opinion

I saw some videos of this running on the PlayStation 3 a while back and thought that it looked brilliant, if a bit scary for the younger players out there (it was actually an 18-rated game when it came out). Now Ubisoft has released a version that everyone can enjoy, and the company has really squeezed some quality gameplay out of the DS while doing it. Graphically the game is brilliant and I just loved all the jumping, slashing and sneaking gameplay. Nice one!

Stu Yew

though, particularly as the sword is given to you very early on.

You can't expect a game with the depth and exploration level of the PS3 original on the DS, but what Ubisoft and developer Gameloft have managed to do is perfectly capture the essence of the next-gen games on the small screen. The level design is incredible for the DS with mightily impressive 3D environments and a high level of detail to impress your mates with.



If you're a hardcore gamer, then you're probably going to blast your way through the game in a couple of hours, though. As the levels are pretty straight-forward there's nothing here that's going to tax you too much. That's not to say it's not lots of fun to play though, and being a prequel, it leads perfectly up to the storyline for the Xbox 360 or PlayStation 3 games – maybe you can upgrade your console eh? Ask your mum and dad nicely!

+ Points Ubisoft has done a sterling job in creating the 3D world of Assassin's Creed on the handheld screens. When you see the game moving you will be amazed!

- Points All this fancy 3D comes at a price, though – the game does slow down a bit from time to time, but, hey – we don't care about things like that when the gameplay is so addictive.

Final comments It's not very often DS owners are treated to a conversion of a PlayStation 3 or Xbox 360 hit, so we should all rejoice at *Assassin's Creed*. It's an action-packed, fun game while it lasts, but sadly it is over far too quickly for the more seasoned game players out there.

POKÉRATING 8/10

DOCTOR·WHO

TOP TRUMPS
COLLECTIBLE, COMPETITIVE, COMPULSIVE!

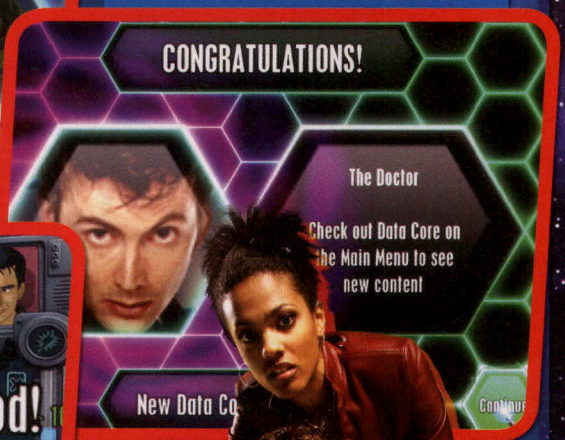
Format DS • **Price** £29.99
Publisher Eidos • **Game type** Cards
Release Out now •
Info You might have seen the TV show!

Take a big-name TV franchise and combine it with the best-known kids' card game and you've got a top DS gaming experience!

There can't be many games that star a near-immortal alien being with a binary vascular system from the Planet Gallifrey. You probably know him better as the Doctor. This DS game is a combination of the brilliant BBC TV show, the equally brilliant Top Trumps card game and Eidos – the big game company behind *Tomb Raider*. You won't see any live-action David Tennant here, though – the look is based on the cartoon show.

So how does a game of cards that's all about comparing numbers to decide who wins translate to a fun DS game? Well, first of all there's more to this than just playing cards – there's a full single-player adventure where you can unlock new cards, extra-special cards, brand new characters and interesting locations. Winning a hand of cards rewards the player with some cool *Dr Who* animated moments too, which will get fans of the series jumping for joy, plus the game is packed with interesting nuggets of *Dr Who* information.

The game is packed with stills from the TV show, which will make it a must for *Dr Who* fans.

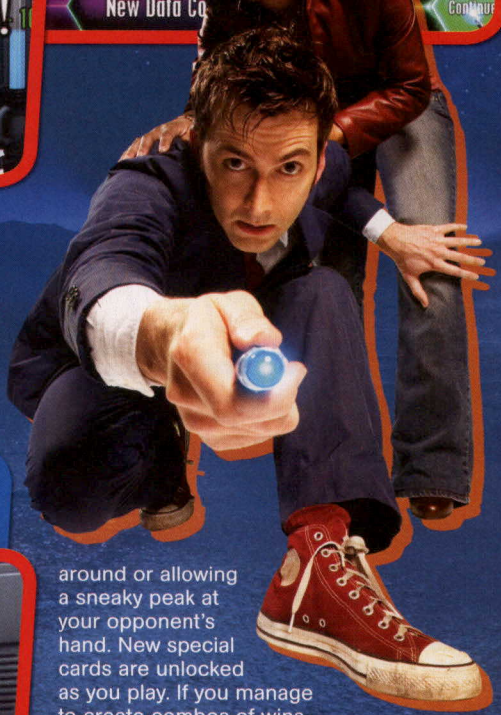


TIME TRAVELLING...

The Top Trumps card game has been around since the 1970s (ask your dad – he was probably bribed with one when he went to the dentist!) and is a game of luck, strategy and subject knowledge that has captivated many generations of players.

The game is played out in rounds of cards. Before each round you get to select from one of three special cards and these have an effect on your game, boosting statistics, swapping cards around or allowing a sneaky peak at your opponent's hand. New special cards are unlocked as you play. If you manage to create combos of wins, your Dr Who character can use their special ability in the game too – the Doctor can time travel, for example, seeing a few cards ahead to plan moves and the Slitheen can disguise itself as another card using Chameleon-like abilities. You can also create special combos and achievements by winning three times in a row with the same statistic or beating an ultimate card. There's some real deep strategy to be had in this game!

Any Dr Who fan will get a kick out of this cool combination of Dr Who and Top Trumps!



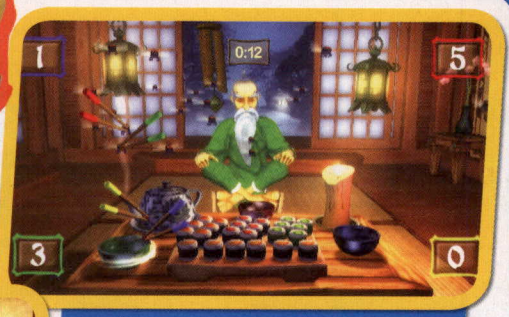
+ Points Packed with cool *Dr Who* info snippets to amaze your mates with!

– Points It's great fun, but we'd love to see a proper *Dr Who* action game too!

Final comments A must for all *Dr Who* fans – and Top Trumps players.

POKÉRATING 8|10

NINJA REFLEX™



You get your very own Sensei – a kind of ninja teacher who will guide you on your quest for the Black Belt.

Format Wii, DS • **Price** £19.99-£29.99
Publisher Electronic Arts • **Game type** Party
Release Out now • **Info** Test your ninja reflexes!

Use the unique control systems of the Wii and DS to test your ninja skills!

Isn't it great how Nintendo has revolutionised the videogame again? Creating new control methods that in turn create entirely new kinds of game? *Ninja Reflex* is a classic example – both the Wii and DS games set out to test whether or not you could make it as a ninja. The games do this by using clever touch-screen and motion-sensing mini-games that you can play with up to three friends and have a ninja party!

You must master 11 ninja belt ranks on your journey to becoming a Third-Degree Black Belt and pass through six core ninja-training exercises.

First up is the Shuriken where you must throw stars to defend a courtyard, then Hotaru where your speed is tested against a flashing firefly. Hashi has you catching flies with chopsticks, Koi sees you attempting to pick up slippery fish, Nunchaku is the art of nunchucks and in Katana you get to wield a Samurai sword against demons!

+Points We can't think of any other game that offers the complete ninja experience like *Ninja Reflex* does.

-Points It's essentially just a bunch of mini-games, but then if you own a Wii or DS you probably love mini-games!

Final comments Great graphics on both consoles and a bunch of games that will really get your Wii or DS party going, all wrapped up in a ninja theme.

9/10

POKÉRATING

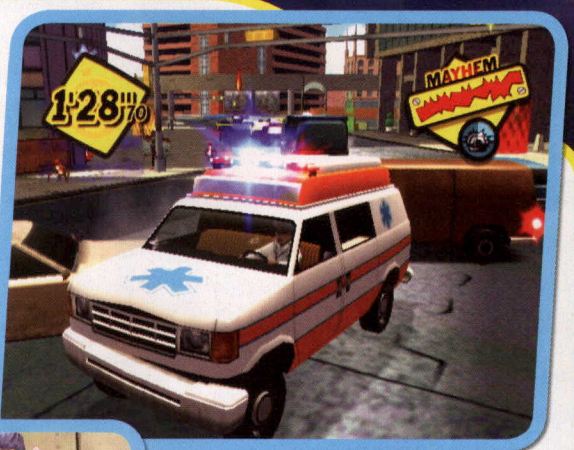
EMERGENCY MAYHEM™

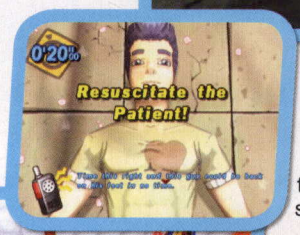
Format Wii • **Price** £39.99
Publisher Codemasters • **Game type** Action
Release Now • **Info** Dial 999!

Monkeys and fire engines don't normally make a good mix, but they both star in this madcap game!

Police, fire or ambulance – the choice is yours when you dial 999. Or pick up a copy of *Emergency Mayhem* for Wii and you can be in control of all three! Crisis City is well… in crisis, you see. Monkeys are rampaging about, penguins are on the loose and a bunch of prisoners have escaped from the jail. You fix these problems in an off-the-wall way by waggling the Wii remote around. Throwing bananas at monkeys seems to stop them in their tracks and the prisoners are quickly put back where they belong by using a trampoline to bounce them back over the prison wall!

The game plays a bit like Sega's *Crazy Taxi* and time is your main enemy. New things for you to sort out flash up on the screen and you must rush off quickly to fix them or face the dreaded Game Over sign! More than 30 missions have been crammed in, and it's not all just messing around with monkeys. Buildings are on fire and must be drenched, people need to be rescued and there are deadly bombs that will need defusing before they blow the place sky-high!





With Mayhem at critical level it looks like Crisis City is about to go into meltdown!

It's another bunch of mini-games for Wii, but with an enticing emergency services flavour.

+Points Great fun from the moment you put the disc into your Wii!

-Points Might not have the longevity some gamers are looking for as the mini-games will soon start to repeat.

Final comments Another Wii game that has you waggling the remote around like an idiot – and loving it!

9/10

POKÉRATING

Also available this month...

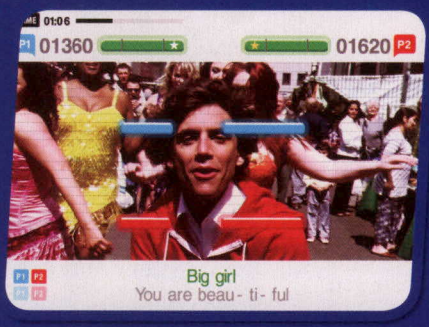
Dr. Reiner Knizia's Brainbenders

Format DS • Price £29.99
Publisher Eidos • Game type Puzzle
Release Out now • Info 16 games in 1!

"Who is Dr Reiner," you ask? Well he's only one of the world's leading experts in board game design and has written many books on logic problems. Now he has turned his hand to DS games and has created a puzzling journey around the world's most famous cities with puzzles to solve in each location. Organise the dancers at the Rio Carnival, memorise melodies at the Sydney Opera House and count up the marine life you find off the coast of Cape Town. You can play a one-player game to clock up a high score, then send the game to friends via Wi-Fi and see if they can beat you!

SingStar: Summer Party

Format PlayStation 2 • Price £19.99
Publisher Sony • Game type Karaoke
Release Out now • Info 30 new tracks!



Everyone loves a bit of karaoke now and then, right? Well Sony has cornered the market in karaoke games with the *SingStar* series on PS2 and PS3. This version is a special summer release with 30 summer hits from the past and present. Tracks include hits by David Bowie, Blondie, Rihanna, Klaxons and Peter Andre – so there's something here for everyone. Although why Chesney Hawkes' song: *The One and Only* has been included, we will never know! A cool aspect of *SingStar* these days is that you can take videos of your performances and upload them for all to see!

Death Jr.: Root Of Evil

Format Nintendo Wii • Price £39.99
Publisher Eidos• Game type Action
Release Out now • Info Top platform game!

A favourite from the PlayStation, but now on the Wii, *Death Jr.: Root Of Evil* tells the tale of the Grim Reaper's teenage son who accidentally releases an evil and powerful spirit while doing a school biology project! Now, along with his friend Pandora, he must battle his way through a series of crazy, fun-packed locations filled with platforms, obstacles and, of course, baddies! There are 19 levels to battle through and 60 nasty creatures to encounter along the way with new moves to unlock and combos to learn, all using the Wii remote. This game is a right laugh – you'll love it!

Namco Museum Remix

Format Nintendo Wii • Price £29.99
Publisher Namco Bandai • Game type Arcade
Release Out now • Info Ahh, the Eighties...

You may have played them before, but there will always be a thirst for updated compilations of the greats in game history. And they don't come much greater than the Namco back catalogue. This Wii release is much more than repackaged games. There are nine arcade originals here including *Pac-Man*, but also remade versions with special Wii controls. *Pac'n Roll Remix*, *Galaga Remix*, *Pac-Motos Remix*, *Rally-X Remix* and *Gator Panic Remix* should be enough to justify the asking price of £30, plus you will never have played these games by waggling your remote in the air before!

High School Musical: Work This Out

Format Nintendo DS • Price £29.99
Publisher Disney • Game type Karaoke
Release Out now • Info Music on the move!

Are you a fan of *High School Musical* from Disney? Well, there are 3.8 million of you who bought the first games, so chances are you could be a fan! This DS spin-off from the Disney Channel movies features all ten songs in a karaoke-style and you can choose to play as your favourite character from the movie – Troy, Gabriella, Sharpay, Ryan, Chad or Taylor as they explore the Lava Springs Resort. You can sing along to your favourite tunes, or turn your DS into a portable music player by shutting up the console and having the songs carry on playing like an MP3 player! With rhythm and time-based games too – this is a blast!

Bionic Commando Rearmed

Format PC, Xbox Live Arcade, PlayStation Network
Publisher Capcom • Game type Arcade
Release May • Info Online retro update

If you've got a PC hooked up to the net, an Xbox 360 with access to Xbox Live Arcade or a PlayStation 3 then this May you can download an updated version of a true arcade classic. Capcom has spruced up its 1988 *Bionic Commando* game with a new two-player co-op mode, snazzy next-gen graphics and new weapons. We're glad the team has kept the 2D look though, it wouldn't be the same without it. Another cool thing about this download is that completing sections will unlock secrets in the full-priced new *Bionic Commando* game, which the team is also working on for later in the year. Let's see more retro classics make a comeback!

SHONEN JUMP'S

Yu-Gi-Oh!

TRADING CARD GAME

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THE DARK EMPEROR

STRUCTURE DECK™

Duel with powerful dark monsters!

The NEW Yu-Gi-Oh! Dark Emperor Structure Deck lets you banish your opponent's cards using cool new monarch monsters!

- Ready to play 40 card deck including the devastating 'Caius the Shadow Monarch'!
- Duel with dark rare cards like 'D.D. Warrior' and 'Dimensional Alchemist' - perfect for crushing your opponents with!
- Combine with your Phantom Darkness boosters to create the ultimate dark army!
- Exclusive 'Caius the Shadow Monarch' playmat and deck-building strategy guide to help you create the ultimate deck!

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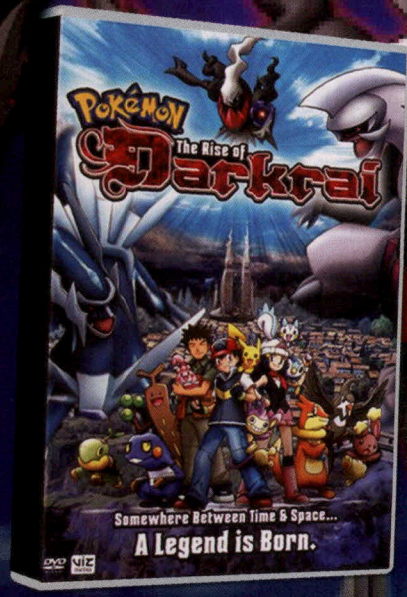
Pokémon The Rise of Darkrai



Our old friend Ash Ketchum has probably seen and battled more Pokémon than most. He has the right to think of himself as a bit of a Pokémon expert, but not even he had come across Darkrai before! Do you think he's ready to face the mysterious Darkrai in the tenth *Pokémon* movie?

The gang were all on their way to another Pokémon Contest, with Ash leading the way as usual, when they stumble upon a place called Alamos Town. Roaming the streets, they meet a young girl named Alice who kindly gives them a tour of the landmarks of the town – the wonderful gardens filled with water features and lush greenery and the Space-Time Tower. While on their tour they discover that part of the gardens has been destroyed by someone... or something!

Suddenly a man called Baron Alberto appears. He's an influential man of the town and he's adamant that this devastation is down to the mysterious Legendary Pokémon Darkrai. Just as he's making these accusations, Darkrai himself appears before them all as if to confront them about Baron's theory!

None of the gang had ever come across Darkrai before – just who is he and what does he want? There are so many questions that need to be answered about this Pokémon!

Before anyone can find out we see Dialga and Palkia fighting a vicious battle in space. The ferocious Pokémon are so powerful that they tear a hole in Space-Time

While you can't buy this movie in the shops in the UK right now, check online for USA DVD deals!

and Alamos Town can clearly be seen through it. A deep, dank fog slowly descends on the town, trapping all the townfolk as they are mysteriously unable to leave!

Alice's childhood friend, a boffin called Tonio, soon realises that Alamos Town is in the grips of some kind of Space-TIme phenomena, and analysing the data he discovers that the destruction of the gardens was down to Palkia arriving in town after suffering terrible injuries in his fight with Dialga. As this giant among Pokémon takes refuge, it's not long before Darkrai senses its presence and goes in for the attack, causing yet more devastation to the poor town and sending the people running for cover. Then to make matters worse, Dialga appears from the other dimension, looking for his foe to continue the fight. When the two god-like Pokémon come face to face with Darkrai, you can bet the battle between them isn't going to be pretty!

Shockwaves rattle out around the town as the giant Pokémon savage each other. Before too long the town is nearing complete collapse and a prediction written in the diary of Tonio's great-grandfather and the architect of the Space-Time Tower, Godey, could be coming true! It reads, "When space and time come together, a great wrath will engulf the world. An eternal never-ending battle of gods... a hope is left: Oración..."

Can Ash and his mates save Alamos Town from the wrath of these monstrous Pokémon? Can they trust Darkrai, or is he an enemy? Grab a DVD to find out!

10TH MOVIE FACTS!

- The setting of Alamos Town in *The Rise Of Darkrai* is based on Barcelona in Spain. The movie's creators visited the city many times in the making of the anime. The Space-Time tower in the movie and the Oración are actually modelled on the Sagrada Família and the Park Güell in Barcelona, created by architect Antoni Gaudí. The names Tonio and Godey in the movie are a homage to this famous architect and his work.
- *The Rise Of Darkrai*, called *Dialga Vs Palkia Vs Darkrai* in Japan, was a big success in cinemas over there. It topped the box office charts when released and was seen by 1,074,000 people in the first three days!
- The movie was more successful than the previous one, *Pokémon Ranger And The Temple Of The Sea*.
- The English version of the movie was shown exclusively on Cartoon Network in the States on 1 February and is planned for a US DVD release. Check out Amazon.co.uk!

There has been a *Pokémon* movie every year in Japan, going right back to 1998! Have you seen 'em all?

WIN! WIN! WIN!

WIN! COPIES OF EMERGENCY MAYHEM ON WII FROM CODEMASTERS!

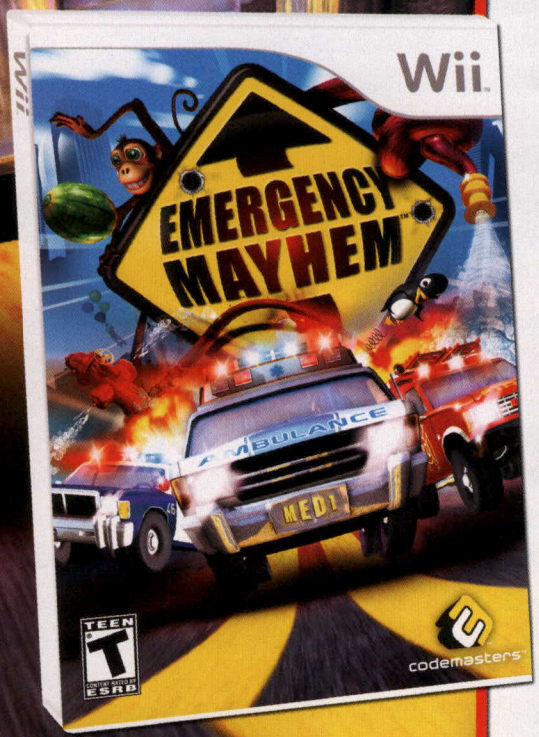
It's *Crazy Taxi* meets *Casualty*! Codemasters released *Emergency Mayhem* on Wii on 18 April and to celebrate the good people there have given us ten copies to give away!

Packed with monkeys, penguins and the chance to drive police cars, ambulances and fire engines – what more could you want from a videogame? To win a copy send your answer to the question to pokemonworld@imagine-publishing.co.uk naming your email 'I Want An Emergency Compo'. If you really must you can also send your entry in to the usual postal address and they'll all go in the big hat!

What is the name of the game starring an egg that Codemasters made in the 80s?

A. Omelette Wars
B. My Friend Eggy
C. Dizzy

Please get your entries in by 29 May 2008. Winners will be drawn at random. The best of luck!



Competition Rules
1. All entries must be received by 29 May 2008 2. There is no cash alternative 3. The publisher's decision is final and no correspondence will be entered into. 4. No employee of Imagine Publishing Ltd, Crispy Chicken Publishing or any company with products on offer within this competition is eligible to enter. 5. Only one entry per person, per competition. 6. By entering, competitors agree to be bound by the rules and requirements of the competition. 7. You may be sent news about products and opportunities from related companies. If you do not wish to receive such information, please indicate as such on your entry.

SPEED RACER
THE VIDEOGAME
TAKE THE WHEEL AND GO!

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WB GAMES™

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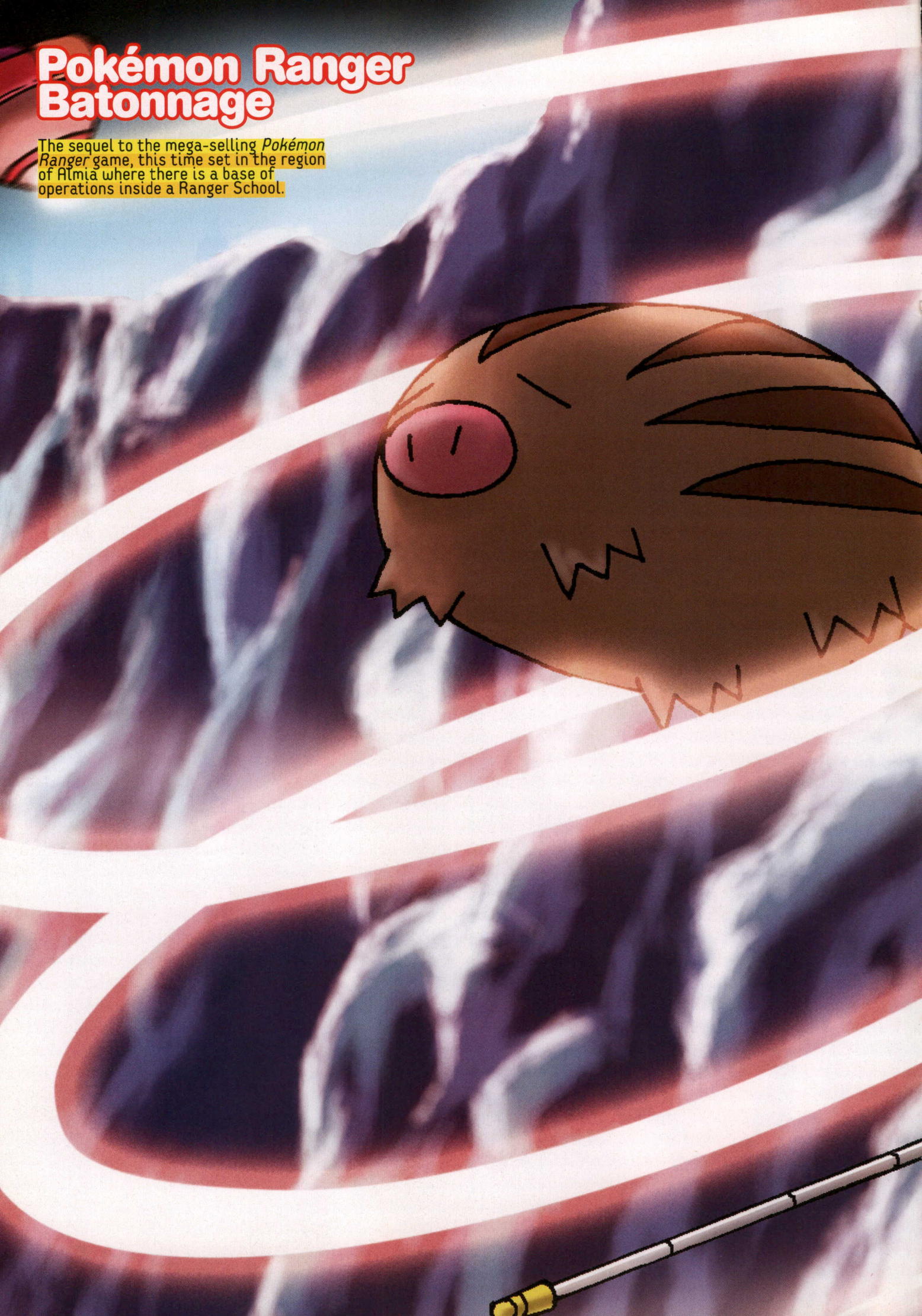
Pokémon Ranger Batonnage

The sequel to the mega-selling *Pokémon Ranger* game, this time set in the region of Almia where there is a base of operations inside a Ranger School.



POKÉMON
WORLD

ea

Polypus

Power 6

e has always lived in the obscure grottoes f the ocean. He is silent and solitary, he oesn't like to be disturbed. If you do so, e ready: the power of his magic gets nto your brain, while his long tentacles each everywhere. And above all, they hurt a lot. His spiral body can cause real vortexes in the water, to drag his enemies to the bottom…

Forest

Lethal Whip

Power 6

He is rightly considered one of the most dangerous of his people. His small size hides a great power! He is agile and very fast. He catches on with his extendable hand while his whip strikes, massacres and destroys.

Earth

Steelback

Power 4

The village's joker, Steelback is as sweet with cubs as he is tough with the enemy! To defend himself he crouches down becoming a real sphere of steel (thanks to his back).

Magma

Fiery Hammer

Power 4

Don't try to squash him or it will be the last thing you do! He has a shield of rock to defend himself, spinning claws and projectile lava rocks!

Lava

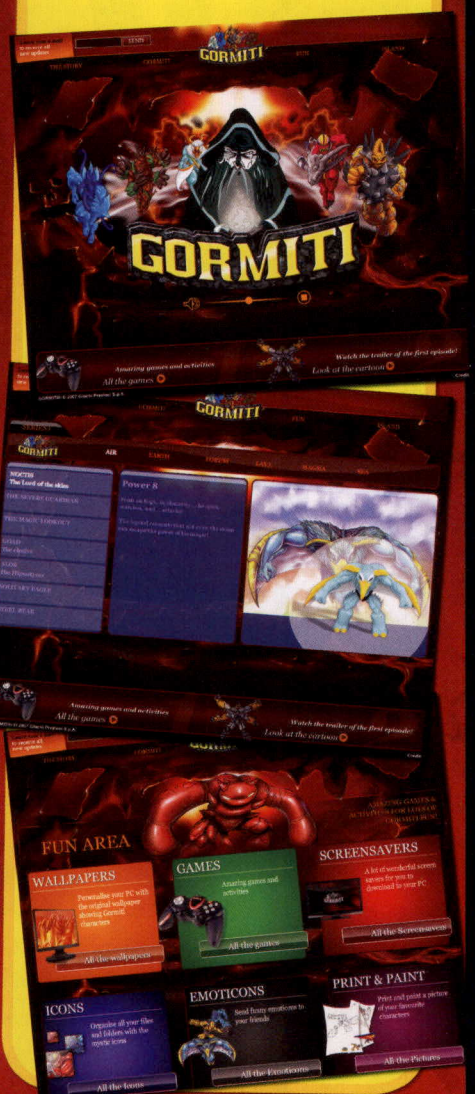
Firespitter

Power 4

He has a liquid body and moves slowly. The fireflames that come out of his fingers can melt any material. His one, big eye hypnotises you before turning you into dust!

Website

Want to know more about Gormiti? Well, luckily for you, there's a website packed with information on the best characters, more background story and with some cool downloads like wallpapers, games, screensavers and stuff to print out at home.



WEB ADDRESS
www.gormiti.co.uk

GORMITI
The INVINCIBLE LORDS of NATURE!

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GORMITI

The INVINCIBLE LORDS of NATURE!

What are Gormiti? Glad you asked! They're a cool new monster and trading card game from Flair. There's a free sample with this issue and here's some info and a poster to get you excited...

There are lots of different Gormiti. On these pages we've shown off a cool one from each category!

Story

On a distant island a long time ago, the story of Gormiti begins...

The magnificent island of Gorm was once inhabited by peaceful, nature-loving people. They lived peacefully under the guidance of The Old Sage, keeper of secrets and magic, in their village at the foot of Fire Mountain, a massive, dormant volcano that had never threatened the peaceful island... until now.

One day Fire Mountain showed its fierce nature by exploding through the earth and into the air. The once-green and lush land transformed into a black, burnt, desolate waste area. From the ashes rose strange creatures, moulded from the heat of the lava and led by Magmion, lord of Magma. These creatures of fire were called the lords of Magma and Magmion craved the souls of the defenceless Gormiti.

The prediction was coming true "From the deep, dangerous creatures were rising. They would sweep the land, the good would then return and battle a fate worse than extinction."

Time passed and the Lava tribe ruled the island of Gorm unopposed. However, without opposing enemies, they starved. Their evil energy slowly faded, and Magmion's triumphant laugh became a resentful sneer – his own wickedness had failed him. But her would not allow anything to end his reign, so he returned to the depths of Fire Mountain to recharge his powers and await an opportune moment to launch his attack and finally rule the Island of Gorm.

One by one the Magna Tribe followed Magmion back into the volcano, leaving the island of Gorm deserted and lifeless.

Time continued to pass and The Old Sage waited, biding his time and mourning the friends he's lost. Legend says that his tears became the magical blue flame called 'The Eye of Life', the symbol that inspired The Old Sage to pursue the renovation of Gorm and its people.

A mammoth task lay ahead!

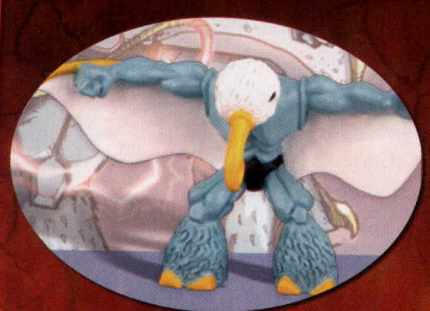
The Old Sage asked the Elements of Nature to help recreate his lost friends and bring life to a new Gormiti civilisation. Combining the Elements with his magical powers, four distinct Tribes were born: The People of the Earth, strong and righteous who are the children of Mother Earth; The People of the Forest, wise and tough protectors of the woods; The People of the Sea, warriors of the Sea as cunning and quick as fish; The People of the Air, Guardians of the clouds, agile and cheerful as birds.

Air

The Severe Guardian

Power 8

Nothing can escape him – his beak sends out destructive sound waves! His body is fit for hours of continuous fight and his wings are as sharp as blades. The villagers always say, "We're all very good and quiet when the guardian is flying about."



COLLECT THEM, SWAP THEM, BATTLE THEM!

AS SEEN ON TV

MUREMA DEN PLAYSET

FOREST REFUGE PLAYSET

PEAK OF THE EAGLE PLAYSET

GORMITI

The INVINCIBLE LORDS of NATURE!

VOLCANO PLAYSET

To complete your Gormiti collection look out for 4 figure character packs, 12cm figures and a variety of playsets (each sold separately). For more information visit www.flairplc.co.uk

GIOCHI PREZIOSI

www.gormiti.co.uk

Flair

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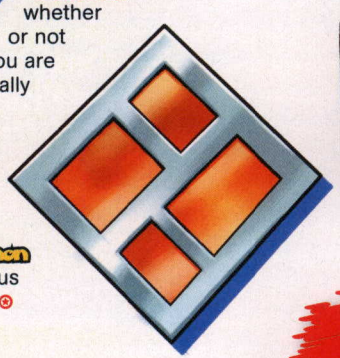
POKÉMON WORLD POKÉDEX CARDS

With 493 Pokémon in the full National Pokédex there are a lot of statistics to remember, facts to learn and Pocket Monsters to catch to truly complete the *Pokémon Diamond* and *Pearl* Nintendo DS videogames. With this in mind, we thought it was about time Pokémon World created its very own pack of Pokédex cards that you could cut out and keep for reference.

We've brought you such classic monsters as Pikachu, Mew and Bulbasaur, this time we have another 18 randomly selected Pokémon, along with their National Pokédex numbers and descriptions. Then on the flip side of the card their sprites from the new games and older games if they were around then, their base statistics, appearances in *Pokémon* anime, location you will find them in the new DS games and, finally, their evolution chain.

We would love to know what you think about our new Pokédex card collection, and whether or not you are actually cutting them out and keeping them in our special Pokédex card boxes that we print from time to time. Why not drop us a line at the usual Pokémon World address and let us have some feedback?



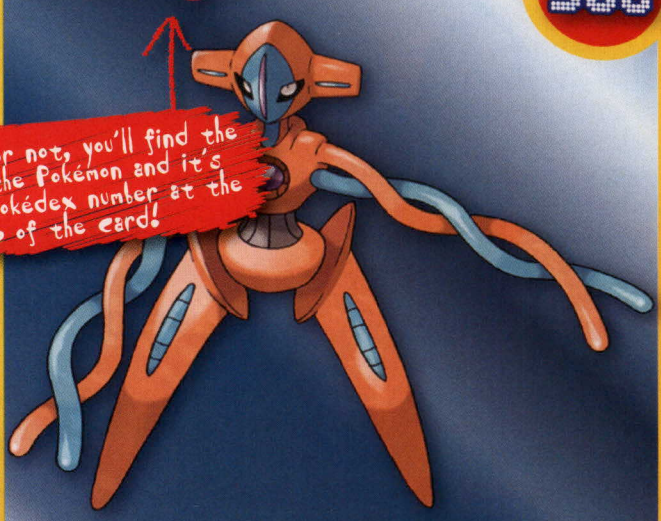
We've given you the sprite from Diamond & Pearl, and another sprite either from the earliest game this Pokémon appears in, or its back sprite if it's a new one.

All the base stats are here for you to check out before using a Pokémon in the videogames.

Deoxys

National Pokédex No. 386

Believe it or not, you'll find the name of the Pokémon and it's National Pokédex number at the top of the card!



Type: PSYCHIC **Classification:** DNA Pokémon

Height: 5' 05" **Weight:** 134.0 lbs **Ability:** Pressure

Description: An alien virus that fell to earth on a

All the main info is on the front of the card – type, classification, height, weight, ability and the description from Diamond & Pearl.

Sprite: From *Diamond & Pearl*

Sprite: From *Emerald*

Want to know if this Pokémon has starred in the Pokémon Anime? Find out here! If it hasn't appeared we give you some other nugget of info.

Base statistics (normal):

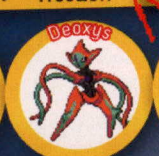
HP 50 ATTACK 150 DEFENSE 50 SP. ATT 150 SP. DEF 50

Anime: The first time Deoxys appeared in the Pokémon Anime was of course in the movie *'Destiny Deoxys'* where it fell to Earth in a meteorite.

Location: There are no Deoxys in *Diamond & Pearl*. You will have to transfer one to the Pal Park where it will be in the Mountain area.

Evolution:

Normal > Attack > Defense > Speed

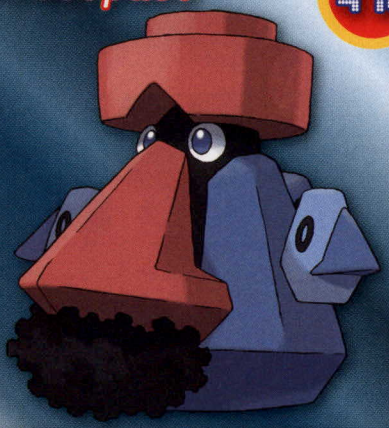


Want to know the evolution chain for this Pokémon? You'll find it here along with how it evolves.

We've given you the location of this Pokémon in Diamond & Pearl so you can find it for yourself!

Probopass

National Pokédex No. 476



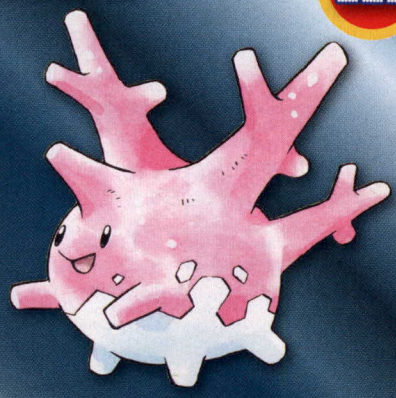
Type: ROCK STEEL Classification: Compass Pokémon

Height: 4' 07" Weight: 749.6 lbs Ability: Sturdy & Magnet Pull

Description: It exudes strong magnetism from all over. It controls three small units called Mini-Noses.

Corsola

National Pokédex No. 222



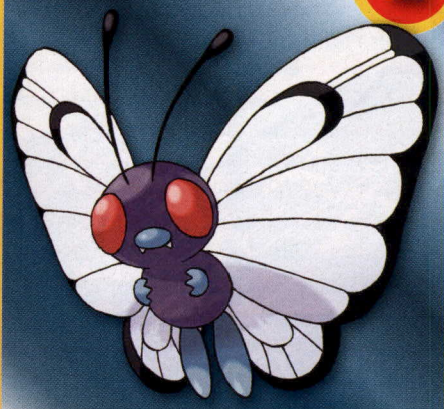
Type: WATER ROCK Classification: Coral Pokémon

Height: 2' 00" Weight: 11.0 lbs Ability: Hustle & atural Cure

Description: Many live in the clean seas of the south. They apparently can't live in polluted waters.

Butterfree

National Pokédex No. 12



Type: BUG FLYING Classification: Butterfly Pokémon

Height: 3' 07" Weight: 70.5 lbs Ability: Compoundeyes

Description: It loves the honey of flowers and can locate flower patches that have even tiny amounts of pollen.

Entei

National Pokédex No. 244

Type: FIRE Classification: Volcano Pokémon

Height: 6' 11" Weight: 436.5 lbs Ability: Pressure

Description: It is said that when it roars, a volcano erupts somewhere around the globe.

Lumineon

National Pokédex No. 457

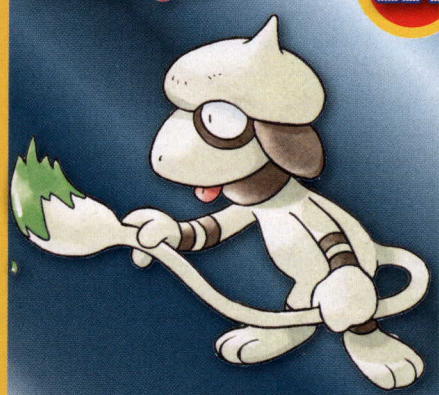
Type: WATER Classification: Neon Pokémon

Height: 3' 11" Weight: 53.9 lbs Ability: Swift Swim & Storm Drain

Description: It lives on the deep-sea floor. It attracts prey by flashing the patterns on its four tail fins.

Smeargle

National Pokédex No. 235



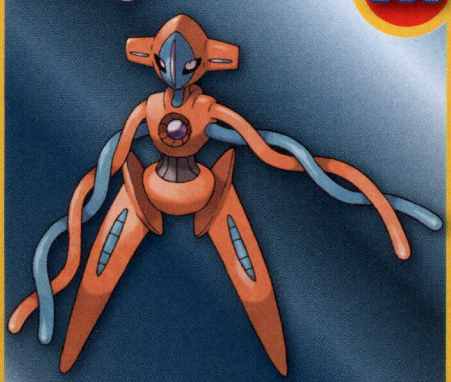
Type: NORMAL Classification: Painter Pokémon

Height: 3' 11" Weight: 127.9 lbs Ability: Own Tempo & Technician

Description: It marks its territory by using its tail like a paintbrush. There are more than 5,000 different marks.

Deoxys

National Pokédex No. 386



Type: PSYCHIC Classification: DNA Pokémon

Height: 5' 05" Weight: 134.0 lbs Ability: Pressure

Description: An alien virus that fell to earth on a meteor underwent a DNA mutation to become this Pokémon.

Venusaur

National Pokédex No. 3

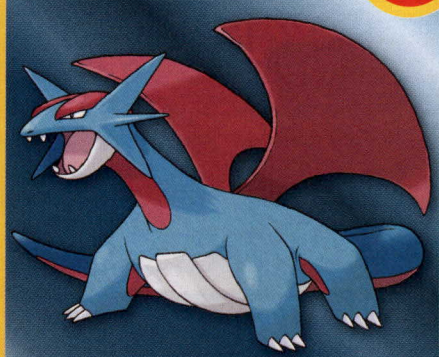
Type: GRASS POISON Classification: Seed Pokémon

Height: 6' 07" Weight: 220.5 lbs Ability: Overgrow

Description: After a rainy day, the flower on its back smells stronger. The scent attracts other Pokémon.

Salamence

National Pokédex No. 373



Type: DRAGON FLYING Classification: Dragon Pokémon

Height: 4' 11" Weight: 226.2 lbs Ability: Intimidate

Description: As a result of its long-held dream of flying, its cellular structure changed, and wings grew out.

POKÉMON WORLD POKÉDEX CARDS

Sprite: From *Diamond & Pearl*

Sprite: From *Red & Blue*

Base statistics:
HP 60 ATTACK 45 DEFENSE 50 SP. ATT 80 SP. DEF 80 SPEED 70

Anime: The first Pokémon Ash ever caught was a Caterpie, which evolved into a Butterfree. He let it go in 'Bye Bye Butterfree'.

Location: There is no Butterfree in *Pokémon Diamond* or *Pearl*. You'll have to evolve a Metapod or transfer one to the Pal Park Forest.

Evolution:
Basic > At Lv.7 > At Lv.10

Sprite: From *Diamond & Pearl*

Sprite: From *Gold & Silver*

Base statistics:
HP 55 ATTACK 55 DEFENSE 85 SP. ATT 65 SP. DEF 85 SPEED 35

Anime: Misty caught a Corsola in the Whirl Islands. You can see what she did with it in the episode 'The Corsola Caper'.

Location: Corsola is a swarm Pokémon and can be found on Route 230 in Sinnoh. If you transfer one to the Pal Park, check out the Sea to find it.

Evolution:
Basic

Sprite: From *Diamond & Pearl*

Sprite: Back view

Base statistics:
HP 60 ATTACK 55 DEFENSE 145 SP. ATT 75 SP. DEF 150 SPEED 40

Anime: You can find Probopass in the episode 'Probopass! Burning Spirit!'. Ash battles a trainer with a Nosepass and it evolves in front of his eyes!

Location: You'll need to evolve a Nosepass if you want a Probopass in the *Diamond* and *Pearl* games. It's not thought of as very rare.

Evolution:
Basic > Level up at Mt Coronet

Sprite: From *Diamond & Pearl*

Sprite: From *Gold & Silver*

Base statistics:
HP 55 ATTACK 20 DEFENSE 35 SP. ATT 20 SP. DEF 45 SPEED 75

Anime: It was in the episode 'Pikachu and Pichu' that Smeargle first appeared. It was part of the Pichu Brothers' Posse!

Location: A rare Pokémon, check out Route 212 North with the PokéRadar to find Smeargle in the new DS games. Or Pal Park Field when transferred.

Evolution:
Basic

Sprite: From *Diamond & Pearl*

Sprite: Back view

Base statistics:
HP 69 ATTACK 69 DEFENSE 76 SP. ATT 69 SP. DEF 86 SPEED 91

Anime: Lumineon hasn't yet made an appearance in the TV show, but one did appear in *The Rise Of Darkrai* movie.

Location: Lumineon are common, so find one at Fuego Ironworks, Iron Island, Valley Windworks, Canalave City and Routes 205, 218, 219 and 220 with a Super Rod.

Evolution:
Basic > At Lv.31

Sprite: From *Diamond & Pearl*

Sprite: From *Gold & Silver*

Base statistics:
HP 115 ATTACK 115 DEFENSE 85 SP. ATT 90 SP. DEF 75 SPEED 100

Anime: Entei first appeared in the movie *Spell Of The Unknown* in an illusionary form where it appeared to Molly Hale after she made a wish on the Unknown.

Location: You won't find an Entei in *Diamond* or *Pearl* naturally, you must transfer one via the Pal Park where it will appear in the Mountains.

Evolution:
Basic

Sprite: From *Diamond & Pearl*

Sprite: From *Emerald*

Base statistics:
HP 95 ATTACK 135 DEFENSE 80 SP. ATT 110 SP. DEF 80 SPEED 100

Anime: There was a Salamence in the movie *Jirachi: Wish Maker* and it was in the TV show in 'The Search for a Legend' where Silver used it to battle Moltres.

Location: Nope! No Salamence in the new games directly, but you can evolve a Bagon to Shelgon, then to Salamence. It's in the Mountain in Pal Park.

Evolution:
Basic > At Lv.30 > At Lv.50

Sprite: From *Diamond & Pearl*

Sprite: From *Red & Blue*

Base statistics:
HP 80 ATTACK 82 DEFENSE 83 SP. ATT 100 SP. DEF 100 SPEED 80

Anime: A Venusaur made its first appearance in 'Bulbasaur's Mysterious Garden' where it was leading an evolution ceremony.

Location: There is no Venusaur in *Diamond & Pearl* so you must transfer one from an older game to the Pal Park. It will be in the Field area.

Evolution:
Basic > At Lv.16 > At Lv.32

Sprite: From *Diamond & Pearl*

Sprite: From *Emerald*

Base statistics (normal):
HP 50 ATTACK 150 DEFENSE 50 SP. ATT 150 SP. DEF 50 SPEED 150

Anime: The first time Deoxys appeared in the *Pokémon* anime was of course in the movie *Destiny Deoxys* where it fell to Earth in a meteorite.

Location: There are no Deoxys in *Diamond & Pearl*. You will have to transfer one to the Pal Park where it will be in the Mountain area.

Evolution:
Normal > Attack > Defense > Speed

Sharpedo

National Pokédex No. 319

Type: WATER DARK Classification: Brutal Pokémon

Height: 5' 11" Weight: 195.8 lbs Ability: Rough Skin

Description: Its fangs rip through sheet iron. It swims at 75mph and is known as 'The Bully of the Sea'.

Snover

National Pokédex No. 459

Type: WATER DARK Classification: Frosted Tree Pokémon

Height: 3' 03" Weight: 111.3 lbs Ability: Snow Warning

Description: It lives on snowy mountains. Having had little contact with humans, it is boldly inquisitive.

Wormadam

National Pokédex No. 413

Type: BUG GRASS GROUND STEEL Classification: Bagworm Pokémon

Height: 1' 08" Weight: 14.3 lbs Ability: Anticipation

Description: When Burmy evolved, its cloak became a part of this Pokémon's body. The cloak is never shed.

Graveler

National Pokédex No. 75

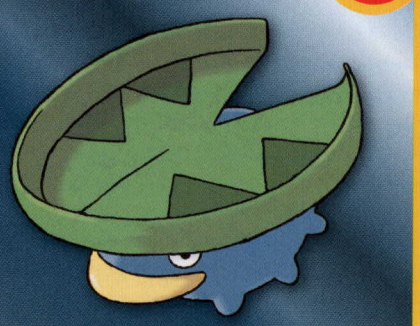
Type: ROCK GROUND Classification: Rock Pokémon

Height: 3' 03" Weight: 232 lbs Ability: Rock Head & Sturdy

Description: Graveler make their homes on sheer cliff faces by gouging out numerous horizontal holes.

Lotad

National Pokédex No. 270



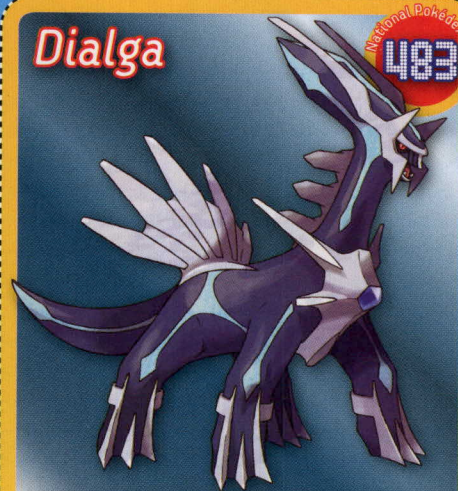
Type: WATER GRASS Classification: Water Weed Pokémon

Height: 1' 08" Weight: 5.7 lbs Ability: Swift Swim & Rain Dish

Description: It looks like an aquatic plant and serves as a ferry to Pokémon that can't swim.

Dialga

National Pokédex No. 483



Type: STEEL DRAGON Classification: Temporal Pokémon

Height: 17' 09" Weight: 1505.7 lbs Ability: Pressure

Description: It has the power to control time. It appears in Sinnoh-region myths as an ancient deity.

Cubone

National Pokédex No. 104

Type: GROUND Classification: Lonely Pokémon

Height: 1' 04" Weight: 14.3 lbs Ability: Rock head and Lightning rod

Description: When it thinks of its dead mother, it cries. Its crying makes the skull it wears rattle hollowly.

Empoleon

National Pokédex No. 395

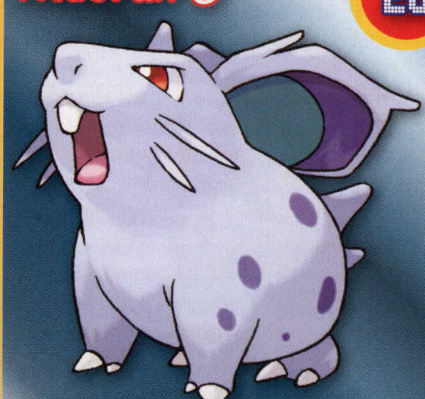
Type: WATER STEEL Classification: Emperor Pokémon

Height: 5' 07" Weight: 186.3 lbs Ability: Torrent

Description: The three horns that extend from its beak attest to its power. The leader has the biggest horns.

Nidoran ♂

National Pokédex No. 29



Type: POISON Classification: Poison Pin Pokémon

Height: 1' 04" Weight: 15.4 lbs Ability: Poison Point & Rivalry

Description: While it does not prefer to fight, even one drop of the poison it secretes from barbs can be fatal.

Sprite: From *Diamond & Pearl*

Sprite: From *Red & Blue*

Base statistics (Grass form):
HP 60 | ATTACK 59 | DEFENSE 85 | SP. ATT 79 | SP. DEF 105 | SPEED 36

Anime: The episode 'Some Enchanted Sweetening' saw Cheryl with her three Wormadam, one in each form.

Location: To get yourself a Wormadam you will have to start with a Burmy and evolve it. This will give you a female Wormadam.

Evolution:
Basic > At Lv.20 (female)

Sprite: From *Diamond & Pearl*

Sprite: Back view

Base statistics:
HP 60 | ATTACK 62 | DEFENSE 50 | SP. ATT 62 | SP. DEF 60 | SPEED 40

Trading Card Game: No Anime appearance to show you, but here's a look at a Snover card from the PTCG *Mysterious Treasures*. All Snover cards are basic Pokémon.

Location: Check out Routes 216 and 217, the Lake Acuity surroundings and the top of Mt Coronet to find a Snover. They are common Pokémon.,

Evolution:
Basic > At Lv.40

Sprite: From *Diamond & Pearl*

Sprite: From *Ruby & Sapphire*

Base statistics:
HP 70 | ATTACK 120 | DEFENSE 40 | SP. ATT 95 | SP. DEF 40 | SPEED 95

Anime: You can see Sharpedo in the episode 'Sharpedo Attack!', obviously! A school of them attack Ash and his mates and one is injured by Team Rocket.

Location: This is a rare Pokémon but you can find one on Route 213 or 222 by using the Super Rod. It's in the Sea if you use the Pal Park.

Evolution:
Basic > At Lv.30

Sprite: From *Diamond & Pearl*

Sprite: Back sprite

Base statistics:
HP 100 | ATTACK 120 | DEFENSE 120 | SP. ATT 150 | SP. DEF 100 | SPEED 90

Anime: The tenth Pokémon movie *The Rise Of Darkrai* stars Dialga along with Palkia as they fight it out through a rip in Space Time.

Location: There is only one Dialga. You will find it located at the Spear Pillar, but only in *Pokémon Diamond*.

Evolution:
Basic

Sprite: From *Diamond & Pearl*

Sprite: From *Emerald*

Base statistics:
HP 40 | ATTACK 30 | DEFENSE 30 | SP. ATT 40 | SP. DEF 50 | SPEED 30

Anime: 'The Lotad Lowdown' was the episode where Lotad made its debut in the TV show. Three sisters own a slower shop full of these Pokémon.

Location: An uncommon Pokémon, check out Routes 203, 204, 205 and 212 using the dongle method from Sapphire.

Evolution:
Basic > At Lv.14 > Water Stone

Sprite: From *Diamond & Pearl*

Sprite: From *Red & Blue*

Base statistics:
HP 55 | ATTACK 95 | DEFENSE 115 | SP. ATT 45 | SP. DEF 45 | SPEED 35

Anime: The first Graveler was seen in the episode 'The School Of Hard Knocks' where Giselle used one against Misty's Starmie.

Location: This is a common Pokémon. Check out Stark Mountain, Valor Lakefront, Iron Island, Mt Coronet or Routes 211, 214 and 227.

Evolution:
Basic > At Lv.25 > Trade

Sprite: From *Diamond & Pearl*

Sprite: From *Red & Blue*

Base statistics:
HP 55 | ATTACK 47 | DEFENSE 52 | SP. ATT 40 | SP. DEF 40 | SPEED 41

Anime: The female form of Nidoran was first seen in 'Sparks Fly for Magnemite' where it was a sick Pokémon at a Pokémon Center. It was also in 'Wherefore Art Thou, Pokémon?'.

Location: Whether in male or female form, these Pokémon are rare. Try Route 201 with the PokéRadar or in the Field in the Pal Park if you've transferred one.

Evolution:
Basic > At Lv.16 > Moon Stone

Sprite: From *Diamond & Pearl*

Sprite: Back view

Base statistics:
HP 84 | ATTACK 86 | DEFENSE 88 | SP. ATT 111 | SP. DEF 101 | SPEED 60

Anime: The *Rise Of Darkrai* movie was Empoleon's first appearance in the Anime. Dawn used one to battle against Piplup.

Location: There are no Empoleon's in *Diamond* or *Pearl*. You will have to evolve one from Prinplup to get one.

Evolution:
Basic > At Lv.16 > At Lv.36

Sprite: From *Diamond & Pearl*

Sprite: From *Red & Blue*

Base statistics:
HP 50 | ATTACK 50 | DEFENSE 95 | SP. ATT 40 | SP. DEF 50 | SPEED 35

Anime: Giselle owned a Cubone in the episode 'The School of Hard Knocks'. She used it to fight Ash's Pikachu.

Location: This is a swarm of these Pokémon in *Diamond* and *Pearl*. Check out Route 203, or if using the Pal Park try the Mountain.

Evolution:
Basic > At Lv.28

100% NINTENDO

N·Revolution

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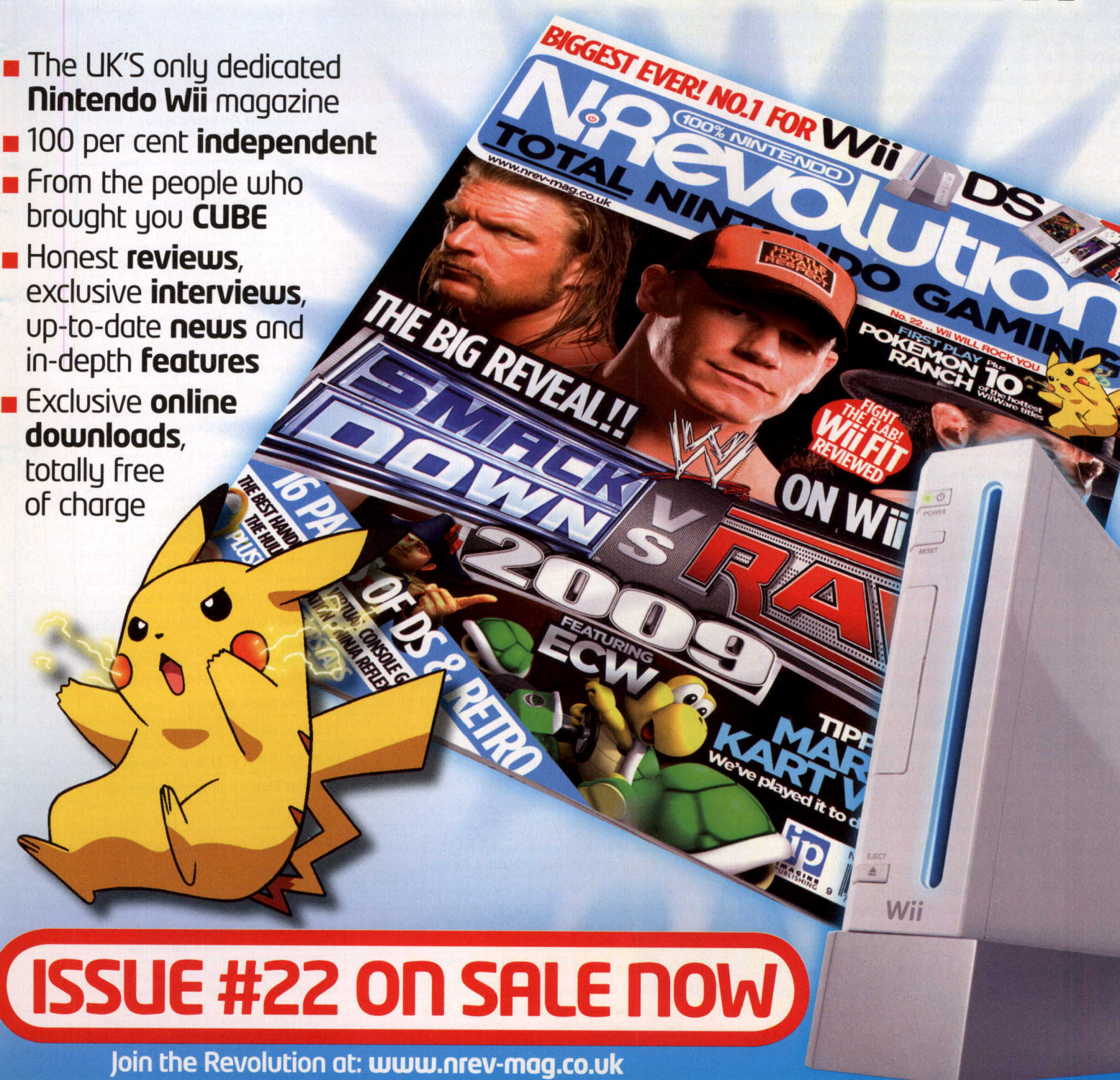

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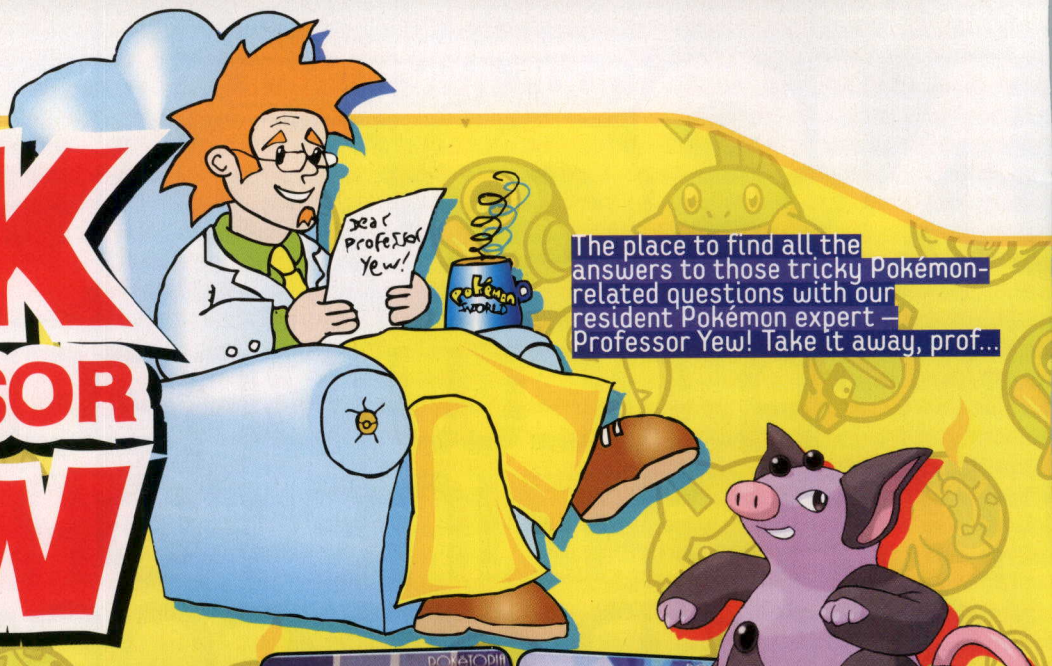
ASK PROFESSOR YEW

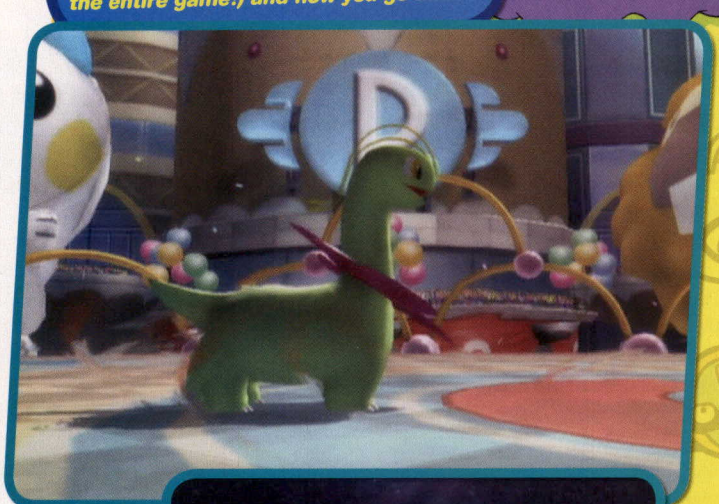


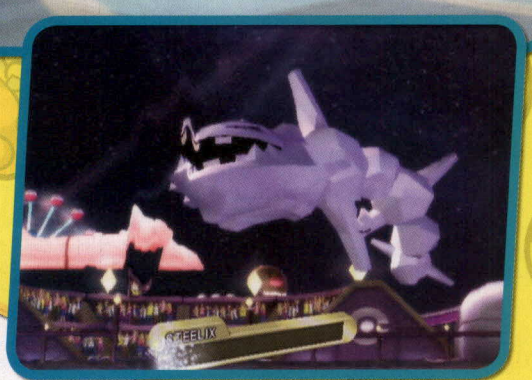
The place to find all the answers to those tricky Pokémon-related questions with our resident Pokémon expert – Professor Yew! Take it away, prof...

Battle Passes

Q Dear Professor Yew,
I noticed while playing *Pokémon Battle Revolution* on my Wii that you can customise your Battle Pass if you manage to collect a new background. My friend told me that they are lots of these backgrounds, but I've only got two so far. Could you please tell me how to get more?
From Brandon Connell, age 12, Falmouth

A ***Well, Brandon, customisation is the watch word with most Nintendo games these days and* Battle Revolution *is no exception. The Battle Pass goes with your customised Trainer and your team so that you can be identified as uniquely you when you play online. There are lots of backgrounds for the Battle Pass. Here is a list of all of them except the gold and silver ones (we don't want to spoil the entire game!) and how you go about***





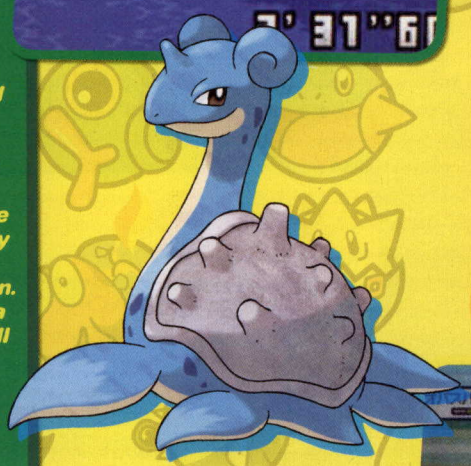
Name	Method of Obtaining
Ball Mosaic Red Pass	Obtained At Game Start
Star Green Pass	Obtained At Game Start
Stream Blue Pass	Obtained At Game Start
Plus Minus Pass	View All Battle Tutorials
Gateway Colosseum Pass	Defeat Gateway Colosseum
Main Street Colosseum Pass	Defeat Main Street Colosseum
Waterfall Colosseum Pass	Defeat Waterfall Colosseum
Neon Colosseum Pass	Defeat Neon Colosseum
Crystal Colosseum Pass	Defeat Crystal Colosseum
Sunny Park Colosseum Pass	Defeat Sunny Park Colosseum
Magma Colosseum Pass	Defeat Magma Colosseum
Sunset Colosseum Pass	Defeat Sunset Colosseum
Courtyard Colosseum Pass	Defeat Courtyard Colosseum
Stargazer Colosseum Pass	Defeat Stargazer Colosseum
Pokétopia Helicopter Pass	Defeat Stargazer Colosseum
Pokétopia Jet Pass	Defeat Stargazer Colosseum
Pokétopia Train Pass	Defeat Stargazer Colosseum
Pokétopia Ship Pass	Defeat Stargazer Colosseum
Stream Pink Pass	Defeat Rank 1 of any Colosseum
Star Yellow Pass	Defeat Rank 2 of any Colosseum
Ball Mosaic Aqua Pass	Defeat Rank 3 of any Colosseum
Stream Green Pass	Defeat Rank 4 of any Colosseum
Star Pink Pass	Defeat Rank 5 of any Colosseum
Ball Mosaic Sepia Pass	Defeat Rank 6 of any Colosseum
Light Pastel Pass	Defeat Rank 7 of any Colosseum
Shiny Cobalt Pass	Defeat Rank 8 of any Colosseum
Groudon Red Pass	Collect 20 Friend Passes Online
Kyogre Blue Pass	Collect 40 Friend Passes Online
Rayquaza Green Pass	Collect 60 Friend Passes Online
Pearl Wave Pass	Defeat 50 Opponents in the Courtyard Survival Challenge
Diamond Dust Pass	Defeat all 100 Opponents in the Courtyard Survival Challenge
Ball Collection Pass	Defeat all 8 sets in the Stargazer Colosseum Master Battle

Capture at Sea

Q Dear Professor Yew,
I've managed to play my way through to the Sea Capture challenge in *Pokémon Ranger*, but I could do with some tips. Have you played it and can you help me out?
From Nathan Collins, age 12, Hamble

A ***Yes Nathan, I have played it, and from what I can remember these challenges take place on the Saffra Sea in Summerland where you meet MC Fisher. You get to ride on a Lapras and go fishing! Of course, if any readers out there haven't got to this part of the game, it's worth remembering that you can't play this the first time you visit Summerland, but only once you have made friends with the Lapras Man in Fall City in a later mission.***

The dark patches you see on the sea will be Water Pokémon, but you can't tell what they are until you bash into them. Here's a rundown of what you can expect to find...



Kingdra By this point, you should have captured a Kingdra in the missions. It will appear in the Saffra Sea if you capture two Horsea. You'll find them all close to the left patch of darker water. Try further south if you're having trouble locating them.

Seaking When you have captured two Goldeen the Seaking will appear. Try around the odd-shaped rocks to the south of the left dark patch of waters.

Starmie Once you have captured two Staryus, the Starmie will appear anywhere on the sea surface. You won't have to search too much for these as they will come after you.

Mantine Check out the left patch of dark waters near the Octilleries and Remoraids. Capture two of each and the Mantine will appear.

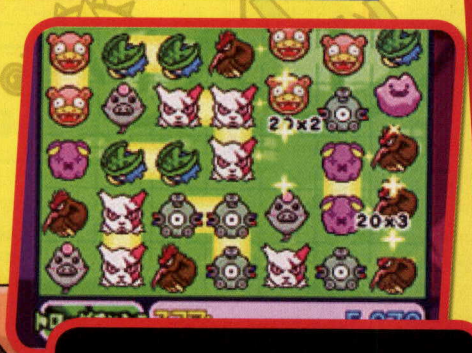
Sharpedo Once you have captured two Carvanhas the Sharpedo will appear in the foggy waters on the bottom-right of the Sea.

Wailmer When you have your two Seakings, the Wailmer will appear in the same location, but, of course, the Seakings don't appear until you have the Goldeens!

Luvdisc Head to the right-hand patch of dark water for these Pokémon. They appear in groups, so you might well end up capturing many of them at once.

Psyduck Now go to the shadow cast by a sunken ship to the bottom-left of the Sea area. When you have captured the two Starmie, Psyduck will appear in this location.

Pelipper There is a light tower in the centre of the Sea and this is where the Pelipper appears. It will hover around for a while and the only way to get it is to knock into another Pokémon close by, hopefully, drawing the Pelipper into the same battle screen. This Pokémon only appears once you have beaten Kamuri's high score, though.



Fake or Not Fake?

Q Dear Professor Yew,
I was searching the internet the other day and I came across a Pokédex of Pokémon that I had never seen before. The names of three of them were Tenzaru, Kisanda and Aobasubasu? Who are these Pokémon? Do you have any info on them?
From Martin Mavis, age 7, Rotherham

A ***Ah Martin, what you have stumbled upon there are actually fake Pokémon! When a new game is coming out, the internet gets clogged up with all kinds of fake Pokémon simply made up by people and posted online to try to fool Pokémon fans. You can only ever trust the Pokémon you hear about direct from the Pokémon you hear about direct from Nintendo, or the ones in Pokémon World of course! We found these pics of fake Pokémon so you all know to watch out for them!***

Who is Mr Foo?

Q Dear Professor Yew,
A friend was showing me his *Pokémon Link* game the other day and he had come across a section with a Mr Foo in it. Can you tell me how I find this in my game?
From Sarah Sneddon, age nine, London

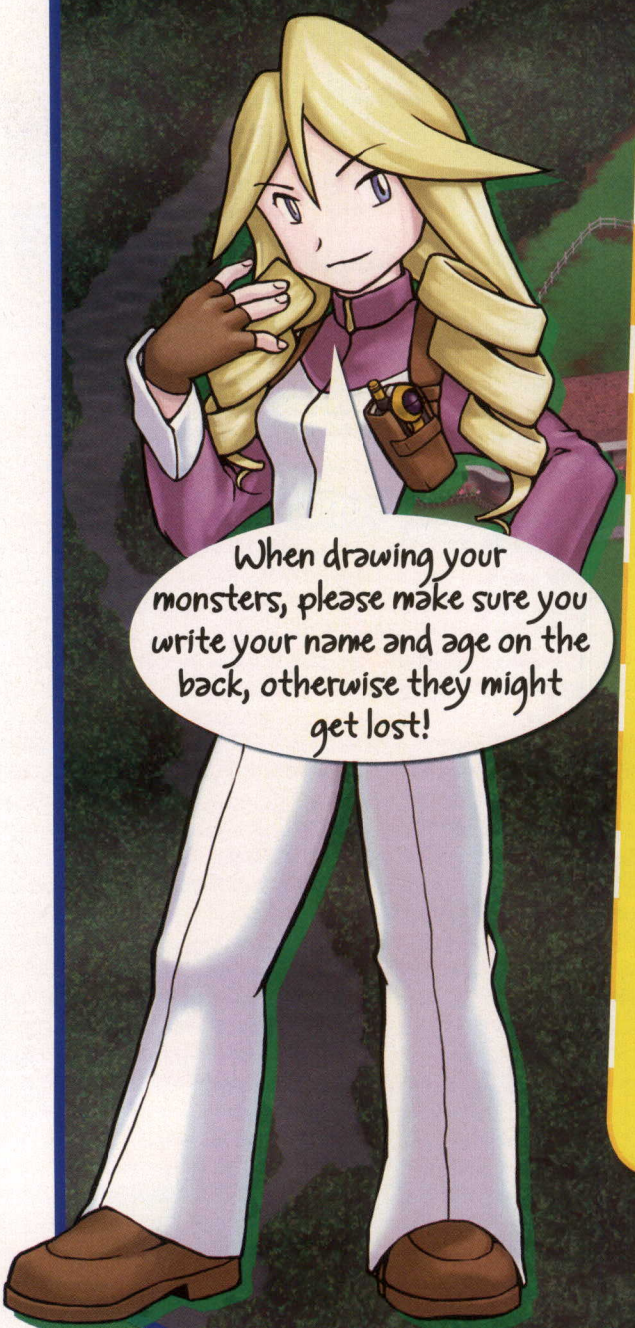
A ***Well, of course I can, Sarah. Mr Foo is a challenger you come across once you have cleared all the areas and all the bosses in the game and have enough Prize Coins to take him on. When playing him, the major difference is that you now have seven columns to work with instead of the usual five. Making a seven Pokémon link is really satisfying! The great thing is that while playing Mr Foo you are likely to come across some rare Pokémon that don't appear anywhere else in the game. Good luck in finding him!***

SEND IN YOUR CREATION...

Do you have a burning question for our very own Professor Yew? Then send it to us at pokemonworld@imagine-publishing.co.uk making sure you put 'Ask Professor Yew' in the subject line, or send it by post to...
Ask Professor Yew, Pokémon World, Richmond House, 33 Richmond Hill, Bournemouth, Dorset, BH2 6EZ

DESIGN A MONSTER!

You Pokémon World readers are a creative lot you, aren't you? Our postbag is bulging with new monsters every day, along with some great Pika Pics. Here's a selection of the best creations this month...



Monster of the Month!

Evolution: **None**

Graviyo

1

Pokémon type: Dragon/Water

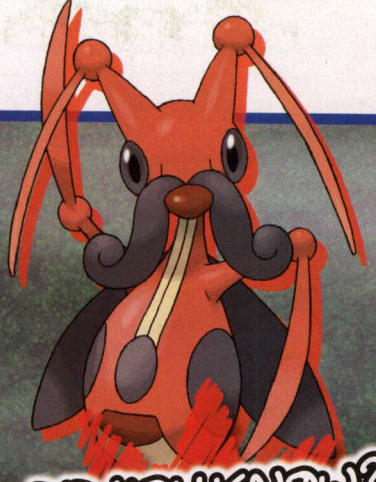
Special attacks: Aqua Spin, Shape Spirit, Slash, Dragon Beam

Pokémon World

Graviyo is one of the Legendary Dragons. It is very rare and can only be seen in the mountains at night, its Shape Spirit attack can blind enemies so it can attack!

Carla Kocurek, 11 years old

Important
Sadly we can't return any of your drawings as it would take us all day just putting pictures in envelopes! We do try to print as many monsters as we can, but inevitably not all will make it on to the page.

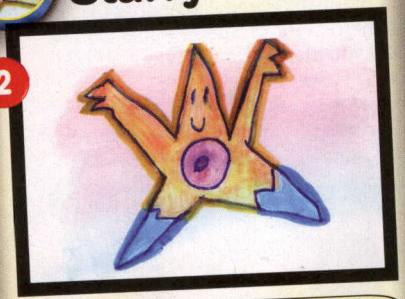


DID YOU KNOW?
All Pokémon are hatched from eggs and most can reproduce. They only occasionally fight in the wild.

Evolution: From Deoxys

Starry

2



Pokémon type: Electric/Dark/Dragon

Special attacks: Dragon Slash, Thundarga, Psyblast, Doomsday

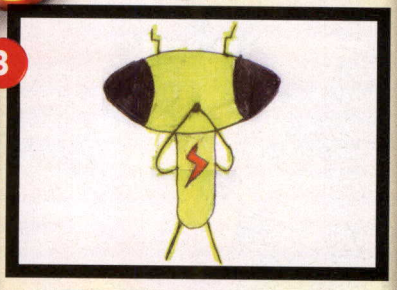
Brief description: Starry – like Deoxys – was a virus from space. This Pokémon is one third Deoxys, one third Latias and one third star. Starry is actually not a true Pokémon and cannot be caught.

Rhiannon Wilson, age ten

Evolution: None

Mongey

3

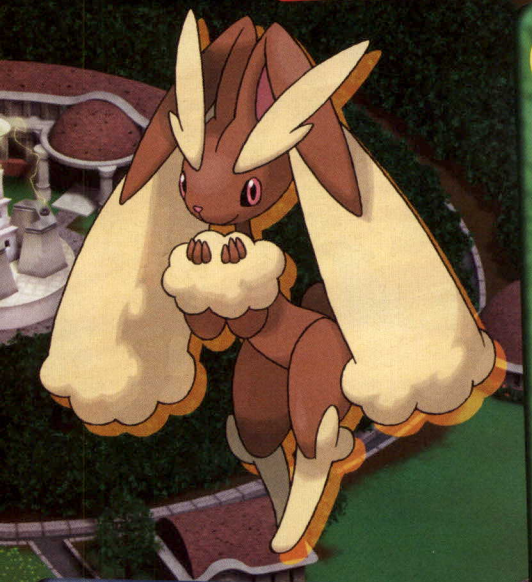


Pokémon type: Electric

Special attacks: Thunder, Hyper Beam, Thunder Blast, Mega Beam

Brief description: Mongey are incredibly rare and can only be found deep in woods and forests. They always hold their hands up to their mouth before attacking their foe.

Martin Reason, age 11



Evolution: From Chickourn

Hestank

4

Pokémon type: Flying/Water

Special attacks: Super Peck, Water Gun, Take Down and Whirlwind

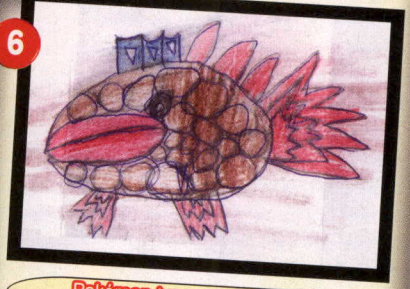
Brief description: Hestank is a Legendary bird and its Super Peck can take down anyone... except Bonsly.

Jordon Trinder, age ten, Worcester Park

Evolution: From Magikarp and Feebas

Magibas

6



Pokémon type: Ice/Water/Fire

Special attack: Fiery Blast, Icefall, Water Beam, Fire Pump

Brief description: Magibas mostly live in the waters of Meteor Falls. Their spotty appearance gives them a disturbing nature.

Zach Barnes, age nine, Exeter

Evolution: Trade Feraligatr holding a metal coat

Metalligator

5

Pokémon type: Unknown

Special attacks: Hydro Blast, Hydro Pump, Iron Tail and Cyclone

Brief description: Not much is known about this mysterious metal Pokémon, except that it evolved from Feraligatr while holding a metal coat!

Jack Northall, age 11, Worcester

SEND IN YOUR CREATION...

If you've drawn a grisly monster and you would like to share it with other Pokémon World readers, then either email it to pokemonworld@imagine-publishing.co.uk making sure you put 'Design-A-Monster' in the subject line, or send it by post to... Design A Monster, Pokémon World, Richmond House, 33 Richmond Hill, Bournemouth, Dorset, BH2 6EZ

SPEED RACER THE VIDEOGAME

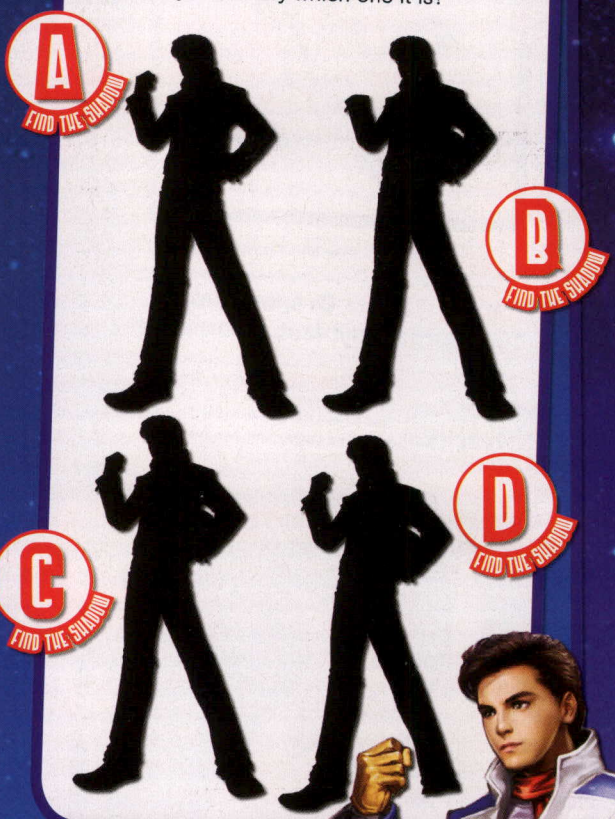
Ready for some high-speed racing action on Wii and DS? This game is fast!

Based on the upcoming Wachowski brothers film of the same name, *Speed Racer* is released on the Wii and Nintendo DS this month with the launch of the film. Set in a hyper-realistic world where car culture is *the* culture, players compete in the World Racing League (WRL) against up to 19 other racers across rollercoaster-like race tracks. Players will enjoy a combative racing experience like no other when they take control of the T180 race car, achieving amazing speeds and mastering four independently turning wheels that enables drivers to engage in 'car fu' to jump, flip, and outmanoeuvre their opponents.

Speed Racer captures the action, look and feel of the high-adrenaline arena racing developed for the movie in an accessible, fun-filled game that allows players to actually get behind the wheel and on incredible tracks straight out of the world of *Speed Racer*. Review next issue!

Shadow Racers!

Only one of these Speed Racer shadows is the same as the picture of Speed Racer on this page. Can you identify which one it is?



Spot the Difference!

There are five differences between these two *Speed Racer* scenes. Look very carefully!

WEB ADDRESS
speedracerthemovie.warnerbros.com

WIN! WIN! WIN!

Star Prize is a Wii, a copy of the game and a *Speed Racer* goodie bag with Battle Vehicle toy, party pack, lunch box, water bottle and Test Drive Activity book!

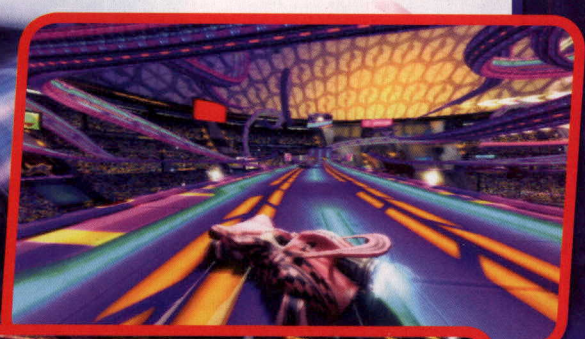
Runners-up prizes include *Speed Racer* goodie bags and Wii games!

WIN! A WII, SPEED RACER GAMES, GOODIE BAGS AND TOYS!

Watch the movie, play the game, enter the competition with prizes from Warner Bros!

Written and directed by the Wachowski brothers (*The Matrix trilogy*, *V For Vendetta*), who are also producing the film with Joel Silver and Grant Hill, *Speed Racer* follows the adventures of the young race car driver Speed (Emile Hirsch) in his quest for glory in his thundering Mach 5. The new high-octane actioner will combine the kind of revolutionary visual effects and cutting-edge storytelling that have become the benchmarks of the Wachowski brothers' films, bringing *Speed Racer* into the 21st Century. The film stars Emile Hirsch (*Into the Wild*) as Speed, Christina Ricci (*Addams Family*) as Trixie and Matthew Fox (TV's *Lost*) as Racer X as well as Oscar winner Susan Sarandon (*Enchanted*) and John Goodman (*Evan Almighty*) as Mom and Pops Racer.

To enter this cool compo just send your answer to this question to pokemonworld@imagine-publishing.co.uk naming your email 'Speed Racer Compo'. You can also send your entry in to the usual postal address and they'll all go into our big hat!



What is the Speed Racer movie an update of?

A. A 1960s cartoon
B. A 1980s toy
C. A 1990s computer game

Please get your entries in by 29 May 2007. Winners will be drawn at random. The best of luck and... get speeding!

Competition Rules
1. All entries must be received by 29 May 2008 2. There is no cash alternative 3. The publisher's decision is final and no correspondence will be entered into. 4. No employee of Imagine Publishing Ltd, Crispy Chicken Publishing or any company with products on offer within this competition is eligible to enter. 5. Only one entry per person, per competition. 6. By entering, competitors agree to be bound by the rules and requirements of the competition. 7. You may be sent news about products and opportunities from related companies. If you do not wish to receive such information, please indicate as such on your entry. SPEED RACER and all related characters and elements are trademarks of and © Warner Bros. Entertainment Inc. (s08)

POKÉMON TRADING CARD GAME

News from around the Trading Card World

This issue we have news on the UK Nationals, the upcoming State Championships and some exciting Majestic Dawn pre-release Tournaments!

Hello there Pokémon Trading Card Game fans and welcome to the one and only place to come for news, views, reports and pics of everything to do with this wonderful trading card game. Firstly this issue we have some great news on UK Nationals. This year the UK has a new Pokémon Organised Play Manager – D&A Games – and they have thrown open the doors to UK Nationals to all comers. You heard it right, people, for the first year ever the Pokémon Trading Card Game Nationals is open to all UK-based Pokémon TCG players who want to enter!

This means no more qualifying needed! So if you missed out on City Championships, State Championships and Battle Roads, there is no reason to miss out on the UK's National Championships too, since you are all invited!

This year the Pokémon TCG Nationals is in London on Saturday 7 June, due to venue and timing issues D&A games have moved the date and venue more than once, but we are assured now that this is finally it. UK Nationals is GO and everyone can come and join the FUN!

They're not called Regional Championships any more, so what is the new name?

This year, in an attempt to bring us into line with the rest of the world, our new Pokémon Organised Play Manager, D&A Games, has renamed what we in the UK have previously called Regional Championships as State Championships. This more correctly reflects what the events are, it confirms the points multipliers (K value), that will be applied to your ranking points and it avoids confusion with the USA, since the USA is the only country that runs Regional Championships.

Confirmed UK State Championships for you to visit...

(There was a Southampton event on 20 April, but that's before this issue is in the shops!)

London State Championships

Date:	Saturday 3 May
Location:	Bryant Street Methodist Centre, Project E15, Bryant Street, Stratford, London, E15 4RU
Reg time:	10.30am
Start time:	11.30am
Admission:	£6.00
Organiser:	Ben Ward
Tel:	07949 359750
Email:	benward@gamersguild.co.uk
Website:	www.gamersguild.co.uk

North East State Championships

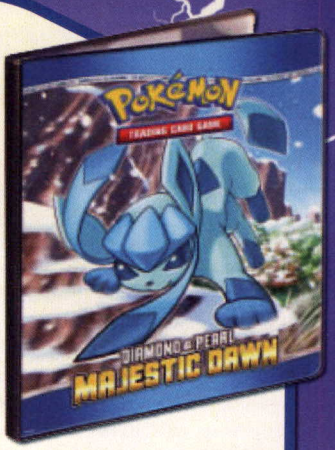
Date:	Sunday 11 May
Location:	Hessle Town Hall, South Lane, Hessle, East Yorkshire, HU13 0RR
Reg time:	10.30am
Start time:	11.00am
Admission:	£5.00
Organiser:	Ben Hargrave
Tel:	07855 475313
Email:	acegaming@hotmail.com
Website:	www.acegaming.co.uk

POKÉMON TRADING CARD GAME UK NATIONALS – YOU'RE ALL INVITED, SEE YOU THERE!

Saturday 7 June 2008

Location:	Thistle Marble Arch, Bryanston Street, Marble Arch, London, W1A 4UR
Doors open:	8.30am
Side events:	10.30am
Side events close:	16.30am
Main events close:	When finished!
Email:	pokemonop@dnagames.org.uk

DIAMOND & PEARL MAJESTIC DAWN

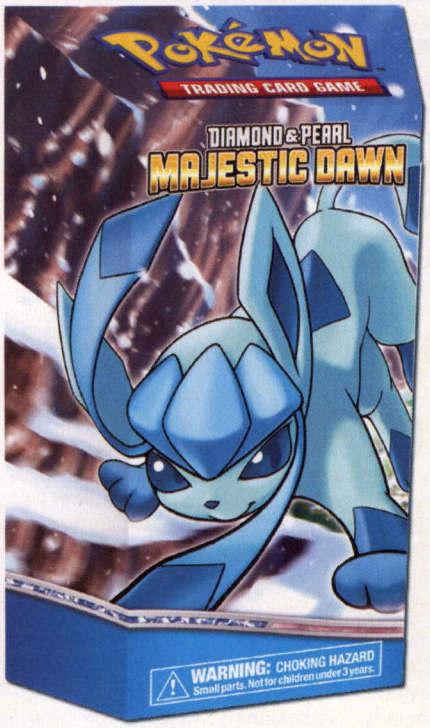


Is it time for Majestic Dawn?

Sadly, UK Majestic Dawn pre-releases still not confirmed!

The next Pokémon Trading Card Game: Diamond & Pearl Expansion Set – *Majestic Dawn* – is due for UK release on the 21 May. Expect UK pre-releases to run on the weekends of 10-11 May and 17-18 May. Unfortunately, no dates were yet confirmed as we went to press with this issue, but, Pokémon World's resident PTCG Professor, Ben Ward, is running a thread on the pre-release dates on the Pokegym website at...

http://pokegym.net/forums/showthread.php?t=69547



Glaceon LV.44
HP 80
STAGE 1
Snow Cloak
30
Flip a coin. If heads, prevent all effects of an attack, including damage, done to Glaceon during your opponent's next turn.
Speed Slide
60
This attack's damage isn't affected by Resistance, Poké-Powers, Poké-Bodies, or any other effects on the Defending Pokémon.
+20

Check out the forums for the latest news on when the pre-release will happen and watch the pages of your favourite *Pokémon* magazine – Pokémon World, of course! – for more details and card reviews.

So far we know that *Majestic Dawn* promises us a 100-card set and a change in game strategy for Pokémon TCG players everywhere. There are more new Pokémon, new Pokémon LV.X, a new Stadium card that Nintendo tell us is COOL!

There is also the welcome return of Eeveelution-based decks, and the debut of two new powerful evolutions of Eevee – Leafeon and Glaceon.

The return of Eevee and its evolutions is welcomed by all fans of cat power everywhere. In the past Eeveelution decks have been a break from the normal meta-game decks. We have certainly missed the little fellow here at Pokémon World and we can not wait to start building decks with all seven stages of eeveelution. In addition to that there is the promise of an all-new water Pokémon – the mysterious Phione. Rumours so far are that we will have to wait one more set to get the much awaited Heatran and Heatran Lv.X. But you never know what surprises Pokémon USA may pull on us with this the fifth Diamond & Pearl expansion set.

Heatran with its Heat Metal Poké-BODY will be a must have addition to all Magmortar decks. Heat Metal reads – 'Your opponent cannot remove the burn Special Condition from his or her Pokémon by Evolving, Devolving, or Levelling up. Count all of your opponent's flips for burn damage as tails.'

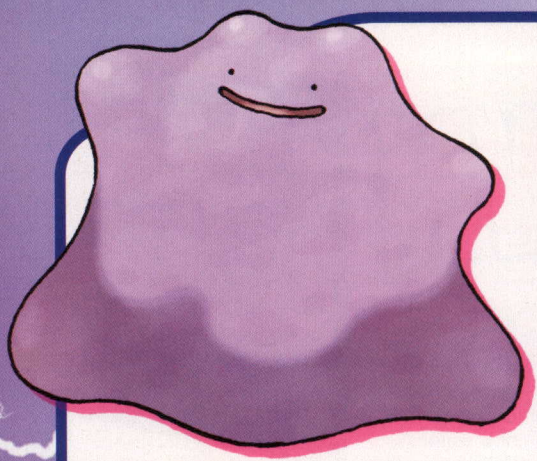
A guarantee of burn damage – just awesome, check out Dittos' Hot Pick this month, Heatran will be going into our version of Magmortar as soon as it is released – probably in the sixth Diamond & Pearl expansion set. ◎

MAJESTIC DAWN PROMISES TO BRING US...

New powerful Pokémon LV.X cards, including...
Garchomp LV.X
Porygon-Z LV.X
Legendary Pokémon Darkrai
Rare Pokémon Cresselia

Seven evolutions of Eevee, including...
Leafeon
Glaceon

Theme decks for beginner and intermediate players, with guaranteed foil card.



Ditto's Hot Pick

This month two hot decks from one hot Pokémon!

Here's a look at not one, but two decks featuring that oh-so-hot Pokémon Magmortar! It is fast and furious. It is a stage one Pokémon that can dish out damage from turn one with Magmar's 'Flare' attack, then it starts turning up the heat on turn two using its 'Flame Blast' attack.

Our first version of a Magmortar Deck is from Luke Purwar – Luke plays regularly at the Crayford Pokémon League and this year he has managed to win the Southampton City Championship and Crayford Battle Road using a pure speed version of a Magmortar deck.

Luke plans to build Magmortar from behind Absol while his opponent is losing cards from his or her hand he builds his volcanic Pokémon up. Once you knock out Absol – well, you could be facing a Scramble Energy drop too. Suddenly Luke can give Magmortar a three Fire Energy boost to 'Flame Blast' even bigger Pokémon or perhaps spread some damage around with 'Fireball Bazooka'.

Scramble energy is now a key card in many decks, although it is somewhat similar to Boost Energy, there are differences. Remember that Scramble Energy can only be attached to an evolved Pokémon (except Pokémon-ex). Normally, it provides one Colourless Energy. However, if you have more prizes than your opponent, it provides three Energy of any type! Scramble Energy can be a nasty surprise to your opponent when used correctly, but don't be surprised if they fail to KO an obvious target because they are expecting a Scramble Energy to be played.

Whatever way Luke plays it his deck build is consistent and usually his opponent is in trouble by turn three either facing a building Magmortar or two, or being left without much a hand thanks to Absol and its 'Baleful Wind' attack. And not content with blasting you with fire, the Magmortar deck has one last annoying trait – it can heal itself too. Its 'Flame Body' Poké-BODY can take two damage counters off for every Fire Energy attached to it from your hand each turn. It truly is one of the most useful Pokémon in the game at the moment.

LUKE PURWAR'S MAGMORTAR DECK

15 Pokémon
1 x Magmortar LV.X (MT) #123
3 x Marmortar (SW) #31
4 x Magmar (SW) #93
4 x Absol (SW) #21
1 x Plusle (SW) #36
1 x Claydol (GE) #15
1 x Baltoy (GE) #60

27 Trainers/Supporters/ Stadium cards
4 x Team Galactic Mars
4 x Celio's Network
3 x Roseanne's Research
2 x Castaway
2 x Copycat
2 x Steven's Advice
1 x Scott
1 x Battle Frontier
1 x Team Galatic's Wager
2 x Quick Ball
1 x Night Maintenance
1 x Warp Point
1 x Windstorm
2 x Strength Charm

18 Energy Cards
16x Fire Energy
2 x Scramble Energy

Our second Magmortar Deck comes with some old techniques revisited, it utilises not only Magmortar and Magmortar LV.X but also that old favourite Delcatty with its 'Dump and Draw' Poké-POWER 'Energy Draw'. Now in the past Delcatty was almost always partnered with Blaziken, but thanks to Diamond & Pearl Mysterious Treasures we have an even better Fire Pokémon to suck up energy – Typlosion.

Typlosion's Poké-POWER 'Firestarter' is the same as Blaziken's but with ten more hit points and the new plus 30 weakness to water rather than times two weakness of pre-Diamond & Pearl Pokémon, Typlosion is a much better play in a Diamond & Pearl-based playing environment.

Delcatty is still good though, and it can still dump energy to draw extra cards and Typlosion can still suck them up for you from the discard pile and power up a waiting Magmortar.

Note: Remember you do not get to use Magmortar's 'Flame Body' Poké-BODY when you attach energy from the discard pile, but, you do get to pile on the energy ready for a large attack.

MAGMORTAR, DELCATTY AND TYPLOSION DECK – MAGCATTY EXPLOSION?

21 Pokémon
3 x Cyndaquil MT
1 x Quilava MT
3 x Typhosion MT
1 x Skitty
1 x Delcatty PK
3 x Magby
3 x Magmar
3 x Magmortar
1 x Magmortar LV.X
1 x Squirtle
1 x Blastoise d [CG]

22 Trainers/Supporters/ Stadium cards
2 x Time Space Distortion
1 x Night Maintenance
3 x Celio's Network
4 x Rare Candy
3 x Stevens Advice
3 x Holon Mentor
2 x Quick Ball
4 x Windstorm

17 Energy Cards
4 x Double Rainbow Energy
13x Fire energy

The one *Crystal Guardians* Blastoise in the deck is in the deck for the 'Shield Veil' Poké-BODY that removes weakness from your active Pokémon. With so many Pokémon powers and Pokémon bodies, the four windstorm are key to keeping the deck going. We prefer Luke Purwar's pure speed deck for the consistency it shows, but if you want to draw a lot of cards and power up your Magmortar quickly then maybe the Firestarter variant is for you.

Whichever one you choose to play, Magmortar is a solid winning deck and it is about the only deck that can give the all conquering Gardevoir and Gallade decks a run for their money.

Next issue we will have more for you from the last of the UK City Championships we've visited, more news on Diamond & Pearl Majestic Dawn and more of Ditto's Hot Picks showcased for all to see!

We have been asked to make sure you all get your deck lists done prior to attending Nationals – this will help speed up registration, and, it was one of our top tips last month. To help you we have printed the States Deck Registration Sheet for you to cut out, or copy and use.

Pokémon Trading Card Game
REGIONAL CHAMPIONSHIPS
2007 – 2008

Player Name:_____

POP ID:_____

Date of Birth (MM/DD/YYYY): ____ /____ /_____

Age division (check one):

- ❒ **Junior Division (born in 1997 or later)**
- ❒ **Senior Division (born in 1993, 1994, 1995, or 1996)**
- ❒ **Masters Division (born in 1992 or earlier)**

In addition to the card name and quantity of each card in your deck, we are also requiring you to provide us with the set name and collector number of each Pokémon. This will help us ensure that each player is using a legal deck.

If one of the cards in your deck comes from a set previous to *EX Holon Phantoms*, but was reprinted in one of the sets listed below, put NA as the set name.

(2007–2008 MODIFIED FORMAT)

ABBREVIATION	SET NAME	SYMBOL
HP	*EX Holon Phantoms*	
CG	*EX Crystal Guardians*	
DF	*EX Dragon Frontiers*	
PK	*EX Power Keepers*	
DP	*Diamond & Pearl*	
MT	*Diamond & Pearl—Mysterious Treasures*	
SW	*Diamond & Pearl—Secret Wonders*	
GE	*Diamond & Pearl—Great Encounters*	
TK	*Diamond & Pearl:* Trainer Kit	
P4	POP Series 4	
P5	POP Series 5	
P6	POP Series 6	
P7	POP Series 7	
PR	Black Star Promos 037-040 and DP01 & higher	

Deck Registration Sheet

Pokémon

QTY:	NAME:	SET:	COLL. #:

Trainer/Supporter/Stadium

QTY:	NAME:

Energy

QTY:	NAME:	BASIC:	SPECIAL:

ADMINISTRATIVE USE ONLY:

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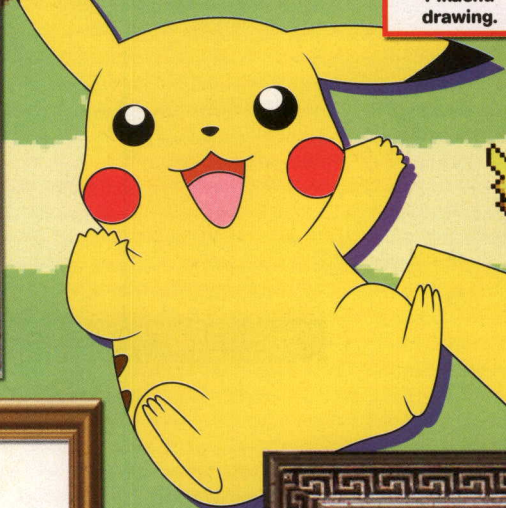
Pika-Pics

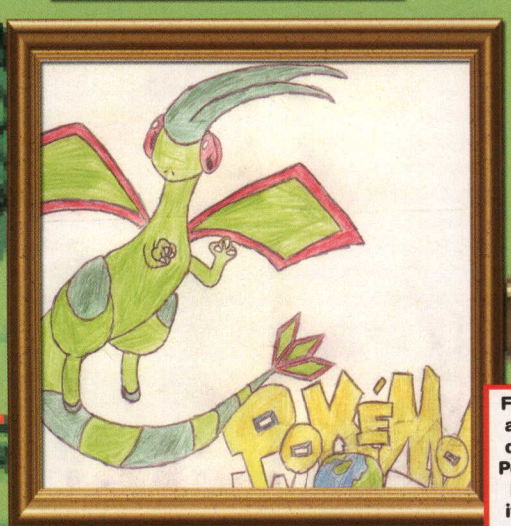
Here's a look at the best from our Pokémon World picture postbag this month...

Joshua Norris's cool picture is called 'Rain Dance'. Nice one, Josh!

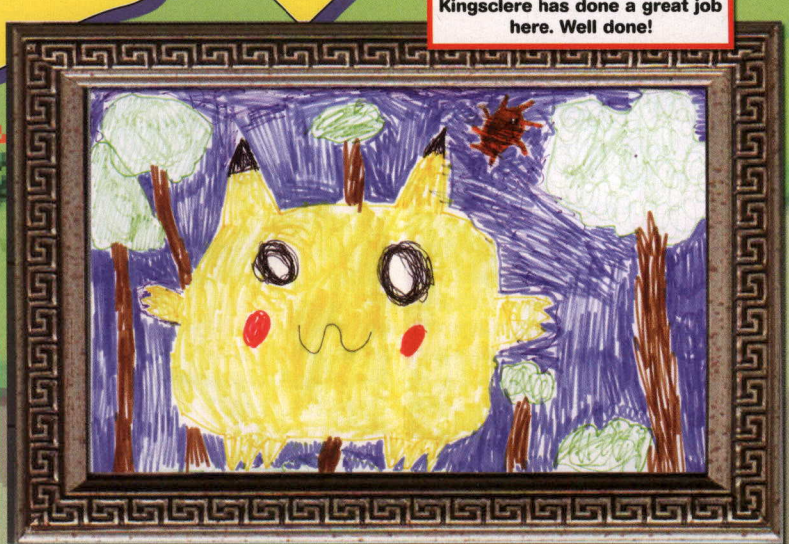
11-year-old Jack Walton of Stourbridge has a great style to his Ash and Pikachu drawing.

A nice collection of Pokémon from Kirsty Bruce.



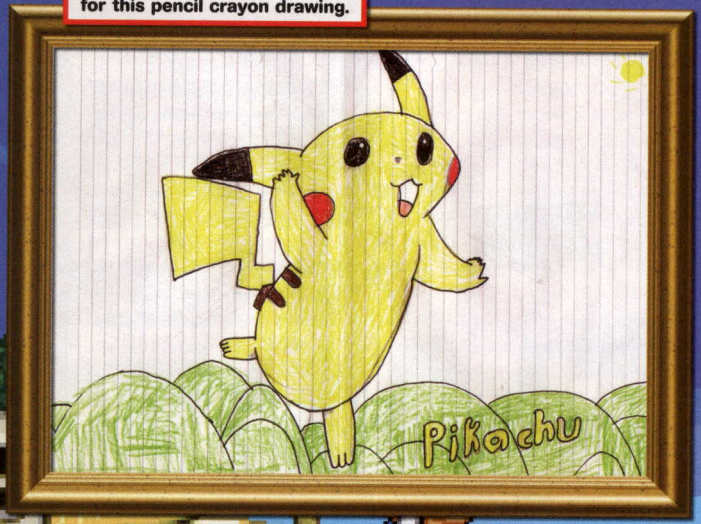


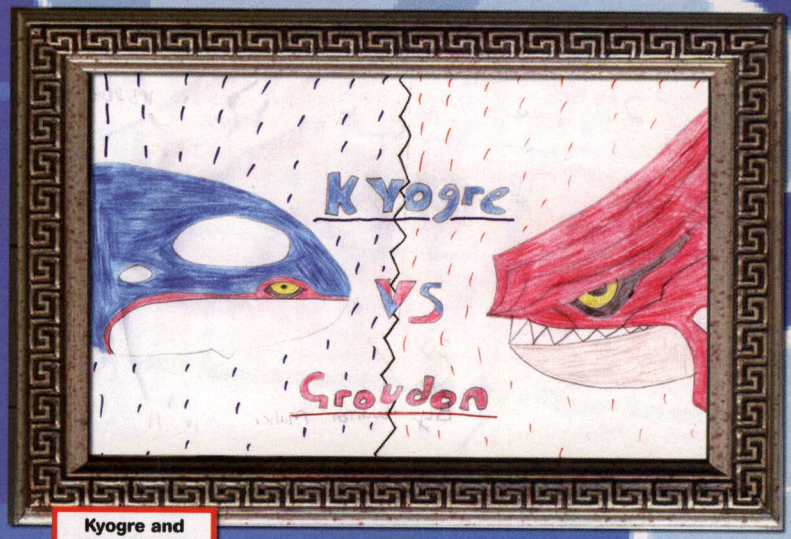
Flygon is doing a great swoop down over the Pokémon World logo. Thanks, if you did this. PUT YOUR NAME ON!



Jacob Collin, age five of Kingsclere has done a great job here. Well done!

Now, who could this cheeky Pokémon be? Many thanks to Alex Walker, age ten from Bury for this pencil crayon drawing.





Kyogre and Groudon go head-to-head in this drawing by Warren Maher, age 11 from Chesham.

Victoria Montgomery, age nine of Northern Ireland has sent this one in!

Another nameless pic – and a good one too! Is this from you?

Peyam Zangana, age nine did this pic of the Pokémon Battle Frontier as part of his Pokémon Ambassador entry.

Jolteon has never looked so good. It's one of nine-year-old Alex Wood's favourite Pokémon.

Here's a scene showing all kinds of Pokémon hiding in the grass. Sadly, it has no name on it! Always put your name on your pics!

GREAT POKEMON MOMENT

4 GREAT POKEMON MOMENT

Ash meets May and she joins the gang!

We all know that Ash Ketchum travels around with a group of friends in the TV show, one of them being a ten-year-old girl called May. Well, this is how they first met...

It was the first episode in the Advanced Generation of Pokémon TV shows called 'Get The Show On The Road!'. After a long journey with many ups and downs, Ash eventually finds himself in the land of Hoenn with a sick Pikachu that he must find help for urgently. There is no local Pokémon Center so he calls up Professor Birch to ask for help. May is already on her way to see the professor as she needs to pick up her starter Pokémon. She is the daughter of the Petalburg Gym Leader Norman, and although she's not a massive Pokémon fan, she sees battling Pokémon as a way of doing more travelling! Things don't go according to plan, though, and Professor Birch ends up being chased by a pack of Poochyena and Pikachu goes crazy and bites Ash's arm. It's while he's being rescued by Birch that Ash and May first meet. The two of them must go to Oldale Town's Pokémon Center to register for the league, but May's bike is broken after Pikachu zapped it! Instead, May asks if she can tag along with Ash. Little did he know that by agreeing, the two of them would be travelling together for many adventures to come! ◎

Watch out in the shops on 29 May for the new issue of your favourite Pokémon magazine!

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Write to us at...

Pokémon World
Richmond House
33 Richmond Hill
Bournemouth
Dorset
BH2 6EZ

Email us at...

pokemonworld@imagine-publishing.co.uk

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Publishing, Advertising, Promotions...

Nick Roberts

Sub Editor...

Sarah Slee

Contributors...

Ben Ward and the Pokémon World readers!

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